TOTAL!

Yeah, ha ha. Good alien suit Steve... *Steve?* Er... *Hehehe!* Cor, look at the time. I really must be going. Byeeeeeeeeeeee...

February 1993
Issue 14
£1.95

100% FOR PLAYERS OF NINTENDO

- Super NES
- Game Boy
- NES

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Okay, so now you've got your NINTENDO

you need to know HOW to finish your games and WHAT to buy next. Inside: 15 pages of tips and 350 game reviews!

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NHLPA Ice Hockey
Darius Twin

NES!

Turrican
Dropzone
Robin Hood
Prince Valiant

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Lemmings
Joe 'n' Mac
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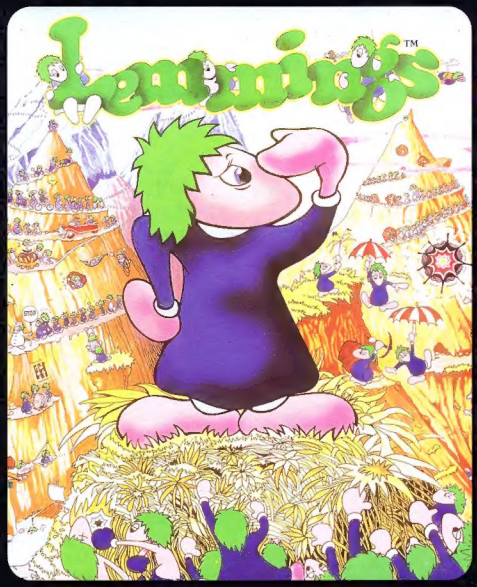

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GAMESMASTER MAGAZINE

G. I. Ant™ is a soldier ant. He's extremely clever, and highly trained in tactical manoeuvres. What's more he's extraordinarily strong and super smart! His latest mission is to gain access to the crazy world of Captain Rat's Treasure Caves. Very straightforward...NOT!

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Pretty easy...NOT!

Original Nintendo Seal of Quality

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TOTAL!

100% FOR PLAYERS OF NINTENDO
- Super NES
- Game Boy
- NES

Issue 14 January 1993

TOTAL is Britain's biggest-selling mag for Nintendo gamers. FACT: Number of people who buy TOTAL each month: 80,227 ABC Jan – June 1992

CON

I knew I shouldn't have gone to Steve's Hair Salon... Never mind – I've still got my Game Boy *(sigh!)*

Fast find!

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Cover photography: Stuart Whale

6 News
Get the gen on the Barcode Battler – the latest hand-held from Japan. Also, readers old, new, and criminally insane, check out the TOTAL Readers' Charter to see what we'll give you each month in '93.

10 Charts
All right, mate. Enough of the charity, it's time to find out what's gone up and what's gone down in a gametastic sort of way. Mate.

20 Letters
We get to put our feet up while Steve tries to answer your questions in a reasonably convincing manner. You can also win some Philips gear!

90 TOTAL Recall
Have a gander and save yourself quids! This section breaks down over THREE HUNDRED Nintendo games. Ignore it at your peril!

14 Previews
Stay ahead of your chums with a sneaky peeky at what's coming up on a TV or LCD screen near you soon. Nintendo wannabees this month include Robocod, Outlander, Lethal Weapon, Cool World, Batman Returns, Monster In My Pocket and Speedball 2. Can't wait!

FOR A FULL LIST OF REVIEWS IN THIS ISSUE TURN TO 31

Get the best for your Nintendo!

If you only buy one cart this month, we reckon it should be one of these:

34

SPINDIZZY WORLDS
Guide GERALD the gyro through this playable roll-around-a-maze 'em up. Plus...

65

LEMMINGS
The suicidal puzzler finally goes portable in style. Plus...

48

PROBOTECTOR II
The sequel to one of the best ever games on the NES. And it's packing just as much ammo as the first one!

TENTS

COIN-OP COMPO
Start sending in those tokens. Full details on page 7

70 TOTAL Tactix

Lumbered with that last level? Gazumped by a guardian? Baffled by a boss? Confused by the price of curry? Horrified by helephants? (Sorry!) Take a tip from TOTAL!

GB TACTIC

Check out the codes and cheats for Kirby's Dream Land, Ultima, and Dynablaster. Plus, the final part of our Gargoyle's Quest guide.

SNES TACTIC

You SNES owners are going to have it easy this month! We've got tips for UN Squadron, Super Smash TV, F1 Exhaust Heat, Joe 'n' Mac, Spanky's Quest, not to mention the first part of our massive walkthrough guide to Zelda III. Hurrah!

NES TACTIC

For NES owners there's the second instalment of our three-part Rainbow Islands guide, cheats for Low G Man, Battletoads, Bart Vs the Space Mutants, and more!

25 Shoot 'em up guide – it's a bit special!

Our feature this month has got every space-type shooter we could find – and a few we couldn't. Where do they come from? Where are they going? What's for tea? As ever, we're here to give you the answers.

TOTAL TALK

TOTAL's intrepid reporter (well, Steve actually, but never mind) trawls the games scene for the latest Nintendo news and views.

Welcome to TOTAL!

Hi there! Are you a new Nintendo player? Perhaps you got a new machine for Christmas or inherited one from someone who moved up to a Super NES. Either way, welcome to TOTAL – usually the biggest, occasionally the fattest, but certainly the best Nintendo mag in the UK!

If this is the first time you've bought the mag, you'll want to know what's what and who's who. Well, for starters I'm Steve – the editor and man in charge. Unfortunately, I'm in charge of three berks called Chris, James and Andy. We may not look very nice, but we'll guide you though the minefield of Nintendo games in our reviews, which start on page 31. We all play loads of games and if we get one that we think isn't up to scratch we'll tell you.

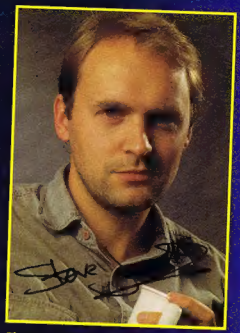
TOTAL isn't linked to Nintendo in any way – we're completely unofficial (we're rebels, we are) and so we can tell it exactly like it is. You can trust our reviews – and you need to: just one bad game and you're 40, sometimes 50 quid worse off!

That's also why we have TOTAL Recall – every Nintendo game we've ever seen (over 300 Game Boy, NES and Super NES carts) reviewed and rated so you never need buy a duff cart. Check it out on page 90.

Of course, to get the most from your games you also need TOTAL Tactix, which is on page 70. Each month we strip games bare with player's guides, playing tips, and cheats. But beware! These pages bust games wide open, so read them at your peril!

And when you've finished soaking up all this information, why not write in and let me know what you think of the mag? If your letter's good enough you could see your name in black and white and even win a prize. See page 20 to see what everyone else has to say!

I hope you enjoy the mag. Stick with us through 1993 – we're only going to get better!



That's me, that is – TOTAL editor and all-round fab chap *(Huh! – Andy.)*

Oh no, I've smashed my screen!

Okay, you've just unwrapped your Christmas presents to find the hand-held of your dreams. After much high-scoring, you go into the kitchen to grab a quick ninth helping of Christmas pudding, returning only to find that Bonzo, your overweight Great Dane, has plonked himself on the chair where you left your Game Boy.

Well, don't you fret, cos the damage is repairable. Bandai run a repair service for damaged screens.

Give Bandai a call on 0329 822565 and get their repairs department to give you a quote for the damage (the busted 'Boy on the left cost £22.90 (including postage and, indeed, packaging).

Just send your Game Boy – in its original box – plus cheque to: **Bandai UK Ltd, Unit E1, Fareham Heights, Standard Way, Fareham, Hants PO16 8XT.**

SNIPPETS!

CAN'T TOUCH THIS

The latest hi-tech gameplaying peripheral is the Turbo Touch 360 from Hornby Hobbies. This padless joypad operates by simply moving your thumb over the touch-sensitive pad – it's dead responsive and completely eliminates thumb-strain. The Super NES Turbo costs £20 while the NES version is around £16. You can get them from Toys 'R' Us, the Index catalogue or the Special Reserve club – and if you can't track one down, ring the Game Genie helpline on 0843 231088 and they'll send you an order form.

SNES FOUR-PLAY

Following in the wake of the NES Four Score adaptor, the Japanese Super Famicom is about to get two new four-player adaptors. The one we'll probably get over here is the Super Multi-Tap from Hudsonsoft, which should appear in time for Hudsonsoft's new multi-player bomber game, known variously as Dynablaster, Bomberman or Atomic Punk. And it will also work with Jimmy Connors' Tennis, reviewed next issue!

POSTER PAINTS

Have you seen the stonky new Game Boy ads in magazines

Twelve things you never knew about Nintendo!

1 In Japanese, 'Nintendo' means 'work hard'.

2 Nintendo is now the third biggest company in Japan, after Toyota and Nippon Telegraph.

3 Nintendo now has over 80% of the entire planet's video game market cornered. Mario rules OK!

4 Nintendo's corporate headquarters are in Kyoto in Japan.

5 Mario was invented by Shigeru Myamoto, who based the character on a landlord from Brooklyn, New York.

6 Super Mario Bros 3 grossed $500 million – that's even more than E.T., the biggest money-spinning movie of all time. Ever!

7 Mario made his first appearance in the ancient Nintendo coin-op Donkey Kong, way, way back in 1981.

8 The Japanese NES, which is called the Famicom (Family Computer), first appeared in Japan in1983. By 1985 they'd sold more than 6.5 million of 'em!

9 The Legend Of Zelda was the first video game cart to sell more than a million units.

10 Super Mario Bros 3 was introduced in 1990 and sold more than seven million units by the end of the year!

11 There are 31.7 million NESs in the United States – that means there's an NES in one in every three households!

12 Nintendo's fastest-selling game of all time is Zelda III – A Link To The Past.

13 Um... Did you know that TOTAL is the best Nintendo mag ever? Of course you did!

Just who is this fellow? Where does he come from? What does he do? We tell all!

A sound thing!

King Arthur's World on SNES – ready to rock 'n roll!

The first game with movie-style Dolby Surround Sound is about to make an appearance!

Jaleco's King Arthur's World on the SNES has a soundtrack which can be decoded by Surround Sound A/V amplifiers. With the right equipment you can have special sound effects from rear speakers while the soundtrack plays through front stereo speakers. We'll give it a sound check soon!

COIN-OP COMPO!

If you bought TOTAL issues 11, 12 and 13 you should now have all three of our mini-books – diary, address book and used cart guide. (If not, whizz to page 103 where you can order back issues.)

Inside each of the three booklets is a coin-op compo coupon. On the third one, write your name and address . Put all three into an envelope and send 'em all to: **Golfing Greats Compo, TOTAL!, 30 Monmouth Street, Bath, Avon BA1 2BW.**

And here's Golfing Greats in action! This stunning – and extremely playable – Konami coin-op could be yours!

Vertical reality

W Industries of Leicester have just launched a World War One flying game called Flying Aces, which they describe as 'the world's first immersive, multi-player, interactive flight simulator'. What all that means is that it's the first virtual reality coin-op, so instead of watching the action on a screen, you can bank, loop and dogfight in your own VR world. Keep a lookout for Flying Aces in your local arcade.

Mag Save rave!

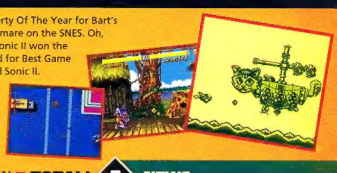
If you enjoy TOTAL, don't forget that a good way to make sure of your copy is to fill in the coupon on page 106. Hand it to a newsagent (preferably one that's really close) then sit back, safe in the knowledge that every month a new issue of TOTAL will be sitting there just waiting for you to pick it up.

MAG*SAVE

and in the Underground? No? These works of 'art' are produced using the latest computer imaging techniques to mix 'n' match design elements, like a golf course and Green Park tube station. Neat stuff, eh?

AWARDS

Every year the video games industry has a bash called the In-Din (Industry Dinner) where awards are given out to the best games. As expected, Nintendo reigned supreme, winning Game Of The Year for GB Parodius; Video Game Of The Year (8-bit) with NES Micro Machines; Video Game Of The Year (16-bit) for SNES SF2; Arcade/Action Game Of The Year for SNES Super Probotector; Sports Game Of The Year for SNES Super Tennis; and Licensed Property Of The Year for Bart's Nightmare on the SNES. Oh, and Sonic II won the award for Best Game Called Sonic II.



TOTAL TALK BACK

£200 pounds worth of prizes up for grabs! £200

Back in issue 11 we had another one of our deep and probing questionnaires. Thanks to all of you who dutifully filled them in and sent them in to us. We've collated all the info and discovered some strange things...

46% of TOTAL readers are Game Boy owners, 57% are NES owners and 28% are SNES owners. Yes, we know that's 131% – that's cos some of you own more than one machine (around 15% own one of the consoles plus the GB hand-held). And there are no surprises for guessing that nearly half of our readers intend to buy a SNES.

A lot of you own another machine, the three most popular being a Sinclair Spectrum (25%) a Commodore C64 (15%), and an Amstrad CPC (13%). Of course, it's doubtful whether you still *use* them any more!

On average, each reader owns at least nine games for their machine. 77% of you own more than five, while 32% own more than ten carts (lucky devils).

The average age of a TOTAL reader is 14.5, with the bulk of you being between 12 and 17 years old.

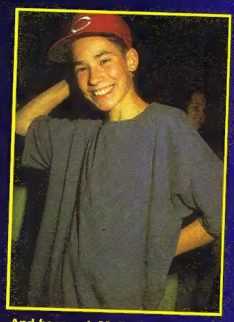
8% of you are girlies, 91% are boysies (and 1%, like Jim, are 'don't knows').

You rated TOTAL head and shoulders above the competition. ('Take two Nintendo magazines into the shower? Bog off!') TOTAL scored 94%, while all the other mags scraped between 62% and 77%. Pathetic.

And because TOTAL is so blinkin' good, once you've read it yourself you then pass it on to an average of two other people. With 100,000 copies of the mag being sold every month, that's a massive 300,000 people in all who read TOTAL. Cor blimey!

Your favourite mags, not including games mags, are Viz (you naughty lot), Shoot!, Red Dwarf and Smash Hits, in that order.

And finally, we promised £200 worth of software for one lucky reader, who just happened to be **Neil Wylde** of Sawston in Cambridge. Congrats, Neil!



And *heeeere's* Mr Typical TOTAL Reader, 1992! His vital statistics are as follows:

- **Sex: Male**
- **Age: 14.5**
- **Machine: NES**
- **Fave mag: TOTAL (of course!)**
- **Number of games owned : 5**

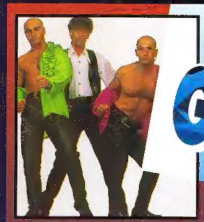
Chrimbo Card Chaos...

Give 'im some stick, Rudy! This festive SF2 card was drawn by Paul Kidby, hotshot TOTAL cover artist (and creator of the pic on p25).

Who says TOTAL readers aren't thoughtful and generous? Ah, no one. Well, never mind, here's a quick 'thank you' to everyone who sent us a Christmas card!

James May; **Jamie Short**, Salisbury; **Dean Fitzgerald**, Kettering; **Peter Tomes**, Yelverton; **Paul Dixon**; **Lee Hughes**, Liverpool; **Mark Milham**; **Richard Sampson**; **Christopher Foreman**; **Kevin Amore** , Chinner; **Tommy Walker**, Heysham; **Nige**; **Sue Turner** (33 going on 12); **Damian**, Leigh-on-Sea; **Steven Tucker**, Widnes (nice card!); **Philip Maclean**; **Glen Allen**; **Ravi Nischar** (no pressies for you!); **Alex Deas**; **Wilton Dean**; **Gareth Pettman**; **Mark Lampard**, Gilford; **Neil S. Harris**; **Bryan Kennedy**; **Gruz**, Barnstable; **Ian Kerrigan**, Aintree. If we missed anyone,

GAMER ★ STAR GAMER ★ STAR G



Famous Nintendo Gamer Number 11 Right Said Fred (Er, is that Fred on the right? That means the one on the left must be Right. Right?)

Those deeply dippy and decidedly, er, bald songsters have oft been quoted as being Sega Gamers – primarily because Sega provide their tour support. Don't believe everything you read.

Fred and Richard Fairbrass and Rob Manzoni are all avid (some would say fanatical) Game Boy players, with Fred by far the most addicted – especially to Tetris.

In a recent interview with The Face magazine, Fred was playing Game Boy Tennis and, with sponsorship obviously in mind, was quoted as saying, 'Say I'm playing Sega and... Wearing Levi's and a John Richmond Jacket.'

So there you go: they play with Segas cos they have to; they play with Game Boys because they want to!

GAMESMASTER LIVE

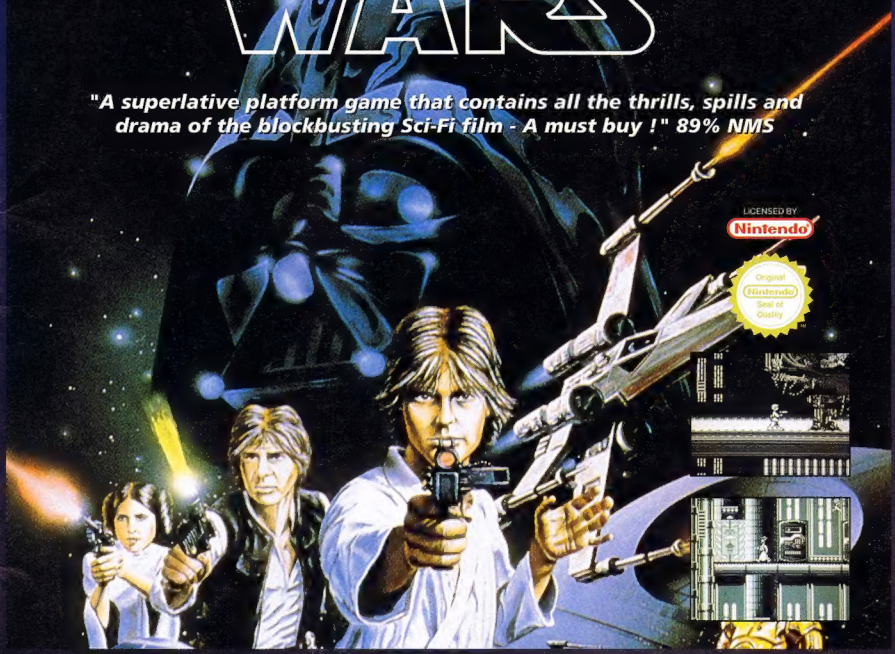
In the wake of the Future Entertainment Show, the Birmingham NEC played host to GamesMaster Live. And a roaring success it was too, with around 75,000 people turning up. Stars of the show were Dominik Diamond and the massive GamesMaster stage, Nintendo and, of course, Future's very own GamesMaster mag (out now at £1.75)

LASER ZAPPER

The latest craze in Japan is The Barcode Battler, a hand-held barcode reader. You use it to read barcodes and gain power-ups and bonus points. It's released here in May by Tomy.

STAR WARS®

"A superlative platform game that contains all the thrills, spills and drama of the blockbusting Sci-Fi film - A must buy !" 89% NMS



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THE CHARTS

▲ Goin' up ▼ Goin' down ● Goin' nowhere ★ New Entry

NES

1 ▲ **Rescue Rangers**
But the Rangers don't need rescuing!
TOTAL rating: 81%

2 ★ **WWF Steelcage Challenge**
Nice Y-Fronts, guys.
TOTAL rating: 40%

3 ▲ **Kung Fu**
Pass the soy sauce, please.
TOTAL rating: 71%

4 ▲ **Donkey Kong Classics**
A bit of an old mule, but hanging in there.
TOTAL rating: 40%

5 ▲ **Terminator 2**
Why? What's she ever done to you?
TOTAL rating: 74%

6 ★ **Super Mario Bros 2**
Oh, the super-dooper brothers numero 2.
TOTAL rating: 79%

7 ▲ **Kickle Cubicle**
Sequel to Flickle Roundicle.
TOTAL rating: 62%

8 ★ **Home Alone 2**
Not going out then, Kev?
TOTAL rating: not reviewed

9 ★ **Duck Tales**
... And other poultry stories.
TOTAL rating: 69%

10 ★ **Micro Machines**
Look, size isn't important here.
TOTAL rating: 92%

GAME BOY

1 ★ **Super Mario Land 2**
Mazzer returns.
TOTAL rating: 70%

2 ▼ **Super Mario Land**
Oi! Get back up in that top slot!
TOTAL rating: 94%

3 ★ **WWF Superstars**
Yawn.
TOTAL rating: 44%

4 ▼ **Terminator 2**
Vroom, squelch, dubba dubba, oof!
TOTAL rating: 92%

5 ★ **Home Alone 2**
Jeez, your family must hate you, Kev.
TOTAL rating: 57%

6 ▲ **Bart Vs The Juggernauts**
What rhymes with Bart?
TOTAL rating: 45%

7 ★ **Super Hunchback**
Is it a bird? Is it a plane? Nah.
TOTAL rating: 90%

8 ▼ **Bart: Camp Deadly**
This game's no picnic.
TOTAL rating: 92%

9 ▼ **Golf**
Erm... Nope. Can't think of a thing to say.
TOTAL rating: 92%

10 ★ **Duck Tales**
Are we sitting comfortably?
TOTAL rating: 78%

SNES

1 ▲ **Super WWF Wrestlemania**
Whacky Wobbly Fighters?
TOTAL rating: 81%

2 ● **Zelda 3 - Link To The Past**
Another magic mission from big Z.
TOTAL rating: 93%

3 ★ **Super Kick Off**
Great pass! Fab corner! Ace goal!
TOTAL rating: 49%

4 ★ **Super Probotector**
Ooh, this one's got a little star by it.
TOTAL rating: 88%

5 ▼ **Street Fighter 2**
We're not having this. Get back up there!
TOTAL rating: 94%

6 ▲ **Super Mario World**
Once upon a time, this were free.
TOTAL rating: 98%

7 ▲ **Super Soccer**
'Ere we go, 'ere we go... Etc.
TOTAL rating: 80%

8 ▲ **Pilotwings**
The sky's the limit.
TOTAL rating: 91%

9 ▼ **Joe 'n' Mac**
Unga-bunga. Where's me babe?
TOTAL rating: 91%

10 ★ **Super Tennis**
Stwawbewwies and cweam, anyone?
TOTAL rating: 96%

Charts produced by Gallup in association with Penguin. © 1992 ELSPA.

THE INDIE CHARTS

Thanks to Whizz Kid for compiling these Indie Charts

Game Boy

1 **Super Mario Land 2**
TOTAL rating: 70%

2 **WWF Superstars 2**
TOTAL rating: 44%

3 **Tom And Jerry**
TOTAL rating: not reviewed

4 **Dr Franken**
TOTAL rating: 91%

5 **Super Mario Land**
TOTAL rating: 94

6 **Spider-Man 2**
TOTAL rating: 74%

7 **Looney Toons**
TOTAL rating: 80%

8 **Bart Vs The Juggernauts**
TOTAL rating: 45%

9 **Double Dragon III**
TOTAL rating: not reviewed

10 **Tiny Toon Adventure**
TOTAL rating: 89%

Super NES

1 **Street Fighter 2**
TOTAL rating: 94%

2 **Desert Strike**
TOTAL rating: 88%

3 **Road Runner**
Not reviewed

4 **Mickey Mouse**
TOTAL rating: 81%

5 **Another World**
TOTAL rating: 74%

6 **Prince Of Persia**
TOTAL rating: 84%

7 **Spider-Man**
TOTAL rating: 67%

8 **NHLPA Hockey**
TOTAL rating: 91%

9 **Bart's Nightmare**
TOTAL rating: 53%

10 **Hook**
TOTAL rating: 64%

Street Fighter 2 - still fighting fit.

SML2 may be top, but SML1's better.

Top Ten

This month we've got the Japanese all-format chart. Um, but where are the Sega games?!

1 **Dragon Quest 5**
Super Famicom

2 **Super Mario Kart**
Super Famicom

3 **Street Fighter 2**
Super Famicom

4 **Super Mario USA**
Famicom 8-bit

5 **Best Play Pro Baseball**
Famicom 8-bit

6 **Super Mario World**
Super Famicom

7 **Super Double Dragon**
Super Famicom

8 **Kirby's Dreamland**
Game Boy

9 **Big Battle Strategy**
Famicom 8-bit

10 **Ring The Frog's Bell**
(Eh?) Game Boy

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Racing miniature boats, cars and choppers over sand-pits, snooker tables and breakfast mats! It may sound weird but it's hellish addictive! Dodge orange juice stains, jump over playing cards and into snooker pockets -

THE ORIGINAL

Micro Machines

SCALE MINIATURES

simply brilliant!

K-Force

"Action Game of the Year, 1991" VG&CE, USA

TOTAL! 92%

"The best racing game I've played on the N.E.S." Total!

"Absolutely amazing" Total!

MEGA GAME

"N.E.S. owners would be mad to miss this" Mean Machines

MEGA ZONE

"It's going to sell out fast. Grab it while it's hot!!" Game Zone

93% Mean Machines

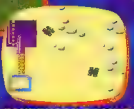
"The best N.E.S. racer to date" The Sun

"Superb playability" Mean Machines

"A gem" CVG

CHALLENGE!

8 BALL ACTION



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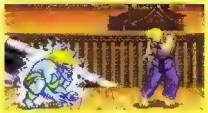

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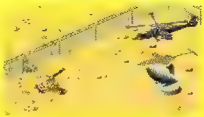

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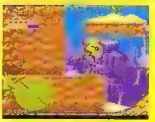

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PREVIEWS

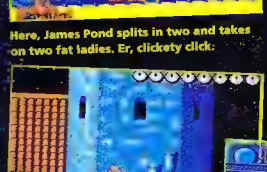
What's in store for your Nintendo over the next year? Well, on these three pages are just a few of the games you can look forward to seeing later on in 1993.

ROBOCOD

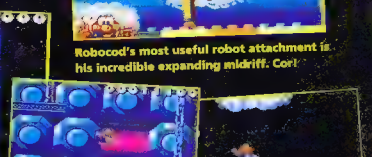
For SNES **From** Ocean
When Spring

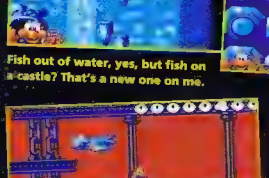
Here, James Pond splits in two and takes on two fat ladies. Er, clickety click.

Robocod's most useful robot attachment is his incredible expanding midriff. Cor!



Fish out of water, yes, but fish on a castle? That's a new one on me.





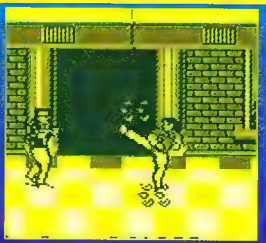
In one section of the game, James Pond gets to ride on top of a speeding toy train. That's a bit chuffing silly, if you ask me.

On your left, giant lollipops, and up above, giant teddy bears. *WEIRD!*

James Pond first splashed into sight two years ago on the Amiga. Since then he's crossed over to the Mega Drive where he really shined in Robocod. Although this is essentially just another platform game, it's an absolutely scrummy-looking one which is terrific to play – even on the Mega Drive! As Robocod, James can stretch his torso up to an immense height to get to out-of-the-way platforms and, just like any good platform hero, he can jump till the sea cows come home. The graphics really are wild, and this conversion looks like it's retained all the playability that made Mega Drive Robocod such a storming success. James is so popular now that there's even a fan club devoted to him!

LETHAL WEAPON

For NES & Game Boy From Ocean When Spring 1993

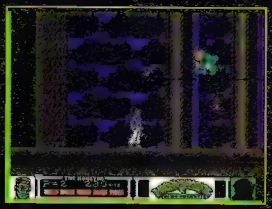


Lethal Weapon will be making an all-out assault on all three Nintendo machines in 1993, when cops Riggs and Murtaugh can be expected to be fairly lethal and have the odd weapon or two. The two cops have to solve several different cases, all of which, rather uncannily, are platform shoot 'em, beat 'em, hit 'em anyway you like 'em ups.

Both GB and NES versions have some good-looking graphics and we'll be taking a look at these platformers as soon as poss.

MONSTER IN MY POCKET

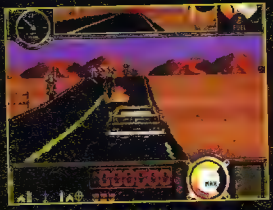
For NES From Konami When March



Yes, it's coming at last! On and off more than the Gold Blend couple, but here soon.

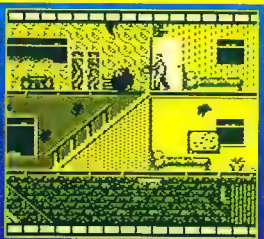
OUTLANDER

For SNES From Mindscape When May

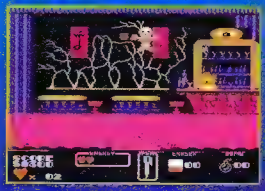


Outlander's set in an apocalyptic future world full of punk gangs, road warriors and lots of other things that look straight out of a Mad Max film. The game consists of two different sections. The first is a driving game with lots of bikers waiting to be shunted or shot off of the road. In the second section the player wanders about remote outposts searching for fuel, ammo and food and taking on the punky gang members. Violent? Yes. Nasty? Yep! Best thing since sliced bread? Wait 'n' see.

COOL WORLD



For NES & Game Boy From Ocean When Summer



Well, the incredibly floppy Cool World movie is finally here, so you'll be able to see what all the fuss wasn't about. The story's something to do with a bloke being lost in a world full of cartoons – Cool World. The game follows much the same storyline, with lots of pretty platform levels making up Cool World. The games certainly look a lot better than the film, but then, they couldn't be any worse. Expect to see Cool World when the world gets warmer in the summer.

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BATMAN RETURNS

For NES From Konami When February

We've had Batman, we've had Batman – Return Of The Joker, and now we've got Batman Returns, the game of the movie.

Full review of this multi-level beat 'em up next ish, and let's hope there are lots of gratuitous Michelle Pfeiffer pics in it.

STRIKE EAGLE

For Game Boy When April
From Microprose

Multi-million dollar warplane meets 8-bit hand-held in this new flight sim, out soon.

1993

1993 looks like a busy year for Nintendo. Here's our up-to-the-minute guide to what's out when.

JANUARY

Axelay SNES Konami
Battle Of Olympus GB Anco
Jimmy Connors' Tennis SNES Ubi Soft
Parodius GB Konami
Player Manager SNES Anco
Powermonger SNES Anco
Prince Of Persia SNES Konami
Probotector II NES Konami
Rugby SNES Anco
Splitz GB Anco
Super Parodius SNES Konami
Top Gun – Guts 'n' Glory GB Konami

FEBRUARY

Alien 3 SNES Acclaim
Alien 3 NES Acclaim
Alien 3 GB Acclaim
Battleships GB Mindscape
Bucky O'Hare NES Konami
Crash Dummies NES Acclaim
Crash Dummies GB Acclaim
Monster In My Pocket NES Konami
Nemesis 2 GB Konami
Noah's Ark NES Konami
Pirates NES Konami
Populous GB Anco
Prince Of Persia NES Mindscape
Robin Hood GB Mindscape
Robin Hood NES Mindscape
Speedball 2 GB Mindscape
Track And Field GB Konami
Wing Commander SNES Mindscape

MARCH

Alfred Chicken GB Mindscape
Aliens Vs Predator SNES Activision
BC Kid GB Hudson Soft
Cycle Grand Prix SNES Hudson Soft
Dirty Racing GB Gremlin
Dropzone NES Mindscape
Dropzone GB Mindscape
Felix The Cat NES Hudson Soft
Gods SNES Mindscape
Irem Skins Golf SNES Hudson Soft
Jeep Jamboree GB Gremlin
Mechwarrior SNES Activision
Nigel Mansell GB Gremlin
Nigel Mansell NES Gremlin
Nigel Mansell SNES Gremlin
Outlander SNES Mindscape
Populous NES Anco
Super Turrican SNES Anco
Terminator 2 SNES Acclaim
Teminator NES Mindscape
Tiny Toons Adventures SNES Konami
Tip Off NES Anco

APRIL

4-in-1 Funpack GB Interplay
Bartman NES Acclaim
Eliminator Boat Duel
Indy Heat SNES Sales Curve
Jimmy Connors' Tennis GB Ubi Soft
Jimmy Connors' Tennis NES Ubi Soft
King Arthur's World SNES Jaleco
Rock 'n' Roll Racing SNES Interplay
Rodland NES Sales Curve
Rodland GB Sales Curve
Spider-Man 3 GB Acclaim
Super SWIV SNES Sales Curve
Troddlers SNES Sales Curve
SNES Sales Curve

JUNE

Claymates SNES Interplay
Cybernator SNES Konami

AUGUST

Lord Of The Rings SNES Interplay

SUMMER

(No fixed date yet)
Cool World GB Ocean
Lethal Weapon GB Ocean

LATE '93

(No fixed date yet)
Terminator SNES Mindscape
Alfred Chicken SNES Mindscape
Alfred Chicken NES Mindscape
Lawnmower Man 2 SNES Sales Curve
Mario education package NES/SNES Mindscape
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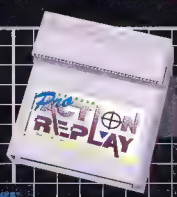

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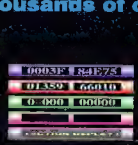

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The sender of our star letter gets a Philips personal stereo, a Moving Sound T-shirt, duffle bag and personal stereo holder. All the other letters get a T-shirt, duffle bag and stereo holder, while each of the shorties win a T-shirt.

Question Blaster

Dear TOTAL team,

Yo, skin little brother! Hi! Firstly, I would like to thank you for the letter on the December issue of TOTAL (*that's the one I write exclusively for subscribers – Steve*). I couldn't hear missing it. Now then, a few suggestions and problems:

1 I think that your Game Boy screenshots are fine in the original colour, and hope you won't keep the idea of putting them in other colours as Alisdair Menzies asked for.

Colour Game Boy shots? We like it! Editorial remedy sucks!

2 What happened to the readers' pictures page?

3 Would you ever make an appearance on the programmes Bad Influence or GamesMaster?

4 I am one of those who got turned away from the Future Entertainment Show, and I am very disappointed, as many others were. I am now depressed about not seeing your appearance. What did you show and do?

5 I've heard about some Game Boy cart cases from Nintendo. Is this true?

The all-conquering Lemmings have hit the GB at last!

6 Will you be doing a review of Alien 3 on the Game Boy, and what about Lemmings? Will Alien 3 ever appear on the SNES?

7 Will any of the Mario games (apart from SML) ever appear on the Game Boy? If not, why?

8 As I believe, the SNES has a 128K RAM. So what do the K and RAM stand for and mean?

9 In my opinion, your magazine is of an excellent quality and standard — ten out of ten.

Lee Chapman, Melton Mowbray

Yo, Lee!

Erm, skin back to ya, er, dude.

1 Well, so far you're the only person to say one way or the other. We'll still do the occasional colour one, unless lots of people say otherwise.

2 Much as we like looking at your pictures, we weren't sure if everyone else would, so in the end we dropped it in favour of more reviews, letters, etc. If we get any really superb piccies we'll still print 'em.

3 I had the pleasure of filming a review slot for GamesMaster, you'll probably have seen it by the time you read this.

4 The TOTAL team answered a few questions on Future's mini-stage and I stood right next to "Hacksaw" Jim Duggan with a microphone. Oh, and we said hello to lots of people and signed a few autographs – we're celebs, us. (*Erm, shouldn't that read 'plebs'? – Chris*).

5 Eh? You get Game Boy cases with the games, you nit.

6 Lemmings makes an appearance this issue, and you should see GB Alien 3 next month.

Prize Letter

WRITE ON!

This dudes won some fab STUFF!

Weird Places I've Played My Game Boy

Number 11

NAME Clayton Henry **FROM** Woolwich
FAVE GAME Tennis, Navy Seals and Terminator 2
AGE (Just a number!) 32

Win a GAME BOY cart!

Clayton Henry is a bit high and mighty, if you ask us! This rather spectacular picture was taken on Victoria Tower (which is even higher than Big Ben) in the Palace Of Westminster. Well done, Clayton – I presume you'll want a *platform* game as your prize!

Oi! We know you weirdos are out there! Send all those pics of Game Boy-playing antics to: Weird Places I've Played My Game Boy, TOTAL, 30 monmouth street, Bath, BA1 2BW. We'll print any really unusual ones and send you a new game for your hand-held!

7 Well, you've now got Super Mario Land 2 (for what it's worth). But I guess we won't be seeing SMB1, 2 or 3.

8 RAM is Random Access Memory. This is the part that the machine can read from and write stuff to as it's doing its thing, and holds the information for things like lives, graphics and sound for that screen, and so on. Games come on ROM chips, which stands for Read Only Memory. The SNES reads the data stored in the chip and puts the stuff it wants to fiddle around with into its RAM.

Memory is measured in bits (0s and 1s), bytes (groups of eight bits) and kilobytes, 'K' (thousands of bytes). Cart memory is also measured in megabits – one megabit is 125K. Confusing, innit?
STEVE

Lapping it up!

Dear TOTAL,
I'm lying in bed ill with my dad's laptop, typing this letter to a most awesome, non-flongy, 100% Nintendo mag (of which I have every issue, I might add) with some questions about present and future Nintendo gameplaying.

1 Why haven't Nintendo put a headphones input on their consoles like the Mega Drive has?

2 I own a NES and a Game Boy. Will there ever be Street Fighter 2 for the NES or maybe even the Game Boy? If the ZX Spectrum has the capability for it, why shouldn't Nintendo?

3 Will there ever be Street Fighter 3 (or a black belt edition) for the SNES?

4 Will there be a converter so we can play NES games on the SNES or Game Boy on NES?

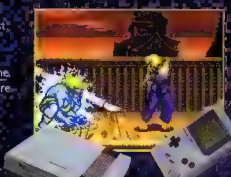
5 Will Motocross Maniacs be out on the NES?

That's about all I need to know (if you can answer them all!). I must stop now because my throat is like sandpaper, my nose is like a constantly dripping tap and my head is like a set of drums being thrashed violently at a heavy metal concert!
Alex Hermon, Bath.

Yo! Al,

1 Cos it's a stupid idea. Who on earth wants to sit in front of a TV with earphones on? Anyway, you can feed the signal through your hi-fi and plug earphones into that, if you're really sad.

2 Hmmm... Good point, I s'pose you *could* do a version for NES and Game Boy (especially a link-up game).



SF2 on GB and NES? Who knows?

3 Dunno.

4 Ah-hah! Watch this space.

5 No – it would have happened by now.
STEVE

Hard 'n' Tough

Dear TOTAL,
First off, congratulations on an excellent magazine. I have read it since issue 1, and although you went through a bit of a slump through the summer, you seem to have pulled your socks up, and here's hoping you can keep this standard up!
Okay, enough brown-nosing. I have some queries and suggestions for you:

1 Could you make the grading of difficulty in a review more clear. I find it hard to compare the likes of 'Tough' and 'Hard'! I appreciate that different games contain 'Difficulty' in different contexts, and that different players have different talents. You could try though.

2 Do all of the Universal Adaptors for the SNES do the same job, or does any one represent the best buy?

3 Don't you think that £64.99 is a bit steep for a game? (I can remember when Speccy games were £8!)

That should be enough to keep you going, if not, hard luck because that's all I can

Steve's Shorties!

'Brevity is the soul of wit' – so cut your long stories short!

Dear TOTAL,
If there is one thing that gets to me, it's people who write in to TOTAL and complain about Sega ads.

I counted the Sega ads in issue 11 and do you know how many FULL pages were devoted to Sega? (Well you probably do, but I'm going to tell you anyway.) ONE! One stinking page out of 130. It's people like William Walsh that really bug me. Tell me this, Willy, does it really take a chunk out of your life? I mean, one page...?
Mickey Rudd (13), Middlesbrough

The bad news for Willy is that we'll be having more Sega ads soon. But like you said, it's only an advert and a lot of our readers own Segas already.
STEVE

Dear TOTAL,
I have been saving up for a long time for a Game Boy, but I have heard that Game Boys are going out of fashion. Is this true? And if so, do you think I would be better off saving up for a SNES and which one would you recommend – the SNES with a Nintendo Scope or with Street Fighter 2?
Paul Jones, Lowestoft.

The not-very-super Scope.

Game Boys going out of fashion? Yeah, just like breathing and Big Macs are! The only thing that's going out of fashion is people who don't own one! There's only one pack to get, and that's SF2 – cos Street Fighter 2 is ace, and the Super Scope is nob. **STEVE.**

Dear TOTAL,
I am a proud owner of a SNES and I am totally satisfied with it apart from one thing. It is Mario 4 which came with the pack I bought. It is one of the best games I own, but it annoyed me that it didn't come with a box, so could you please, please tell me where I could get hold of one and for how much?
George Carter, Ottershaw

Maybe if you wrote and asked Bandai really nicely they'd send you one. The address is **Bandai UK Ltd, Unit E1, Fareham Heights, Standard Way, Fareham, Hants PO16 8XT.** Alternatively pop a begging letter in our reader ads. They're on page 86. **STEVE.**

Dear TOTAL,
My daughter desperately wants a SNES, which I am more than willing to buy for her (I really enjoy computer games myself). The main problem is, we will be moving to Portugal for good in August. Can a SNES, bought in Britain be used in Portugal? If so can I buy games for the SNES in Portugal and can I use them on the British SNES?
Dina Loureiro, London

I'm not sure what electricity and TV standards are used in Portugal, but all you need is a Portuguese SNES power-pack (buy one when you get there) and a SCART lead (as long as you've got a SCART telly). If not, check out a good video game store when you get there.
STEVE

Dear TOTAL,
I looked at the front cover of GamesMaster magazine, and where it displayed the consoles it covered there was no mention of the NES. Why not?
Timothy Allan, Farnham, Surrey.

GamesMaster does cover the NES (a bit) but it's primarily a 16-bit multi-format mag. If you want real NES coverage, you know where to come!
STEVE

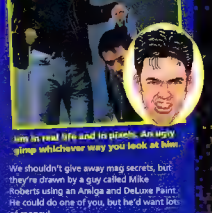
Dear TOTAL,
Can you please tell me why, in the Game Boy manual, it says (in capital letters) 'Do not use rechargeable batteries'. Is it because Nintendo want us to buy their own battery packs. Please advise!
Tallesin Sellery (12), Dyfed

Well, this has baffled me for ages. I've been using rechargeable batteries for two years with no problems whatsoever. Obviously, you use rechargeables at your own risk, but just make sure you get good-quality ones.
STEVE

Dear TOTAL,
I was reading issue 12 – the December one – and when I came to the reader ads I was very, very disappointed, because I was looking for a pen pal and there was nothing there. Could you help? Could you try and get some more pen pal ads, please. I'm sure there's someone out there. Bye!
Raymond Baxter (11), Glasgow

Well? Come on, pen pal people. Get your name in our Reader Ad pages.
STEVE

Dear Steve,
I am writing to ask you how you do those pictures of yourself. I think they are great and would it be possible for you to do one of me? If it is, please let me know and I will send you in a photograph.
Anthony Taylor, Sunderland.



Him in real life and in pixels. An ugly gimp whichever way you look at him.

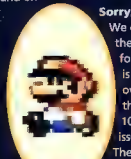
We shouldn't give away mag secrets, but they're drawn by a guy called Mike Roberts using an Amiga and DeLuxe Paint. He could do one of you, but he'd want lots of money!
STEVE

Dear TOTAL,
I saw Steve's picture in GamesMaster – does this mean he's going to leave TOTAL?
Rory Overwood, Bucks.

Naah. I'm just a guest reviewer, helping out with the mag, cos it's so big.
STEVE.

Where to go in Mario

Dear TOTAL,
I've just bought a SNES with Super Mario World and about a month ago, I bought Super Play (*fine magazine – Steve*) and on one of the pages they recommended that everyone goes out and buys TOTAL, so I took their advice, saved up my money and went and bought one of your amazing magazines. But, there was one problem with issue 11 – don't get me wrong, the mag was great, but it only had a player's guide to the last part of Super Mario World and I can't even get past the first part, so could you please send me all the information and cheats you have for Super Mario World.
Matthew Savidge, Ross-on-Wye



Sorry, Matt,
We can't really do that (cos then we'd have to do it for everybody), but help is at hand. Just whizz over to the back issues thingummybob on page 103 and get yourself issues 7, 8, 9 and 10. These will give you the full story on how to complete SMW. Or if you have a particular problem, write to Q&A, TOTAL Tactix, 30 Monmouth Street, Bath, Avon BA1 2BW. Okay? **STEVE**

I think of it, I just remains for me to say that I am available for an interview (only kidding!).
O, Edinburgh
P.S. Please forgive the paper, but I am writing this in an exceedingly boring Fluid Mechanics lecture (I am studying Civil Engineering at Napier University by the by.)

1 We do try to give the best indication of how hard a game is, but yeah, we'll try to limit the words used to, say, doddle, easy, average, hard, impossible. Um, or something.

2 Most adaptors are the same, but if you can spare the extra dosh, get the Action Replay – you get full universal adaptability and a cat-hot cheat cart too!

3 Yes, but sadly we can do nothing about it (and you can still get decent 16-bit games on disk for under a tenner).

P.S. Well, don't blame us when you flunk out in your runny stuff exam.
STEVE

Elite's no treat?

Dear TOTAL (Steve),
I have a few queries I would like to force upon you.

1 In your review you said that Elite was a really good game and it was also mentioned in the weird games bit of the All-Time Greats feature. Well, my dad went MAD about it, so we went to the local games shop and checked it out. Well, my dad went straight off it – it looked like a pilot sim, one that you would have to sit in front of for hours and really concentrate on.

2 One day my dad bought this mag called TOTAL. We read it from cover to cover and thought it was great so we started buying every issue of it. My dad also got all the back issues of TOTAL, which cost a *fortune*. Now you're telling us that you're bringing out a Christmas special with all the best reviews in. Was it worth getting all those back issues?

3 In issue 11, on the contents page there was a Guide To Used Carts pic with 'Cops! Address Book' written over it. I wonder whether you're getting a bit laid back, especially after all this business about WCW stickers?
R J Pilbeam, Isle Of Man

Dear R J,

1 Well, each to his own, I suppose, but I reckon Elite's brilliant! It may look like a hellishly complex flight sim, but the controls are really quite simple and as soon as I got into it I didn't leave my NES for days. Amazing stuff!

2 The TOTAL special is intended as an annual digest of the best of Nintendo (and TOTAL) for the preceding year. However, there's no way we can fit a year's worth of TOTAL into one magazine, so you'll find lots of great stuff in the back issues which isn't in the Special.

3 Actually, that particular cock up wasn't our fault. We didn't get the picture in time so we had to improvise. Sorry! **STEVE**

Write to us!

Want a question answered? Want to win yourself a portable stereo? Got a burning desire to get your name in print? Then write to Steve (he's the Editor, you know) at:

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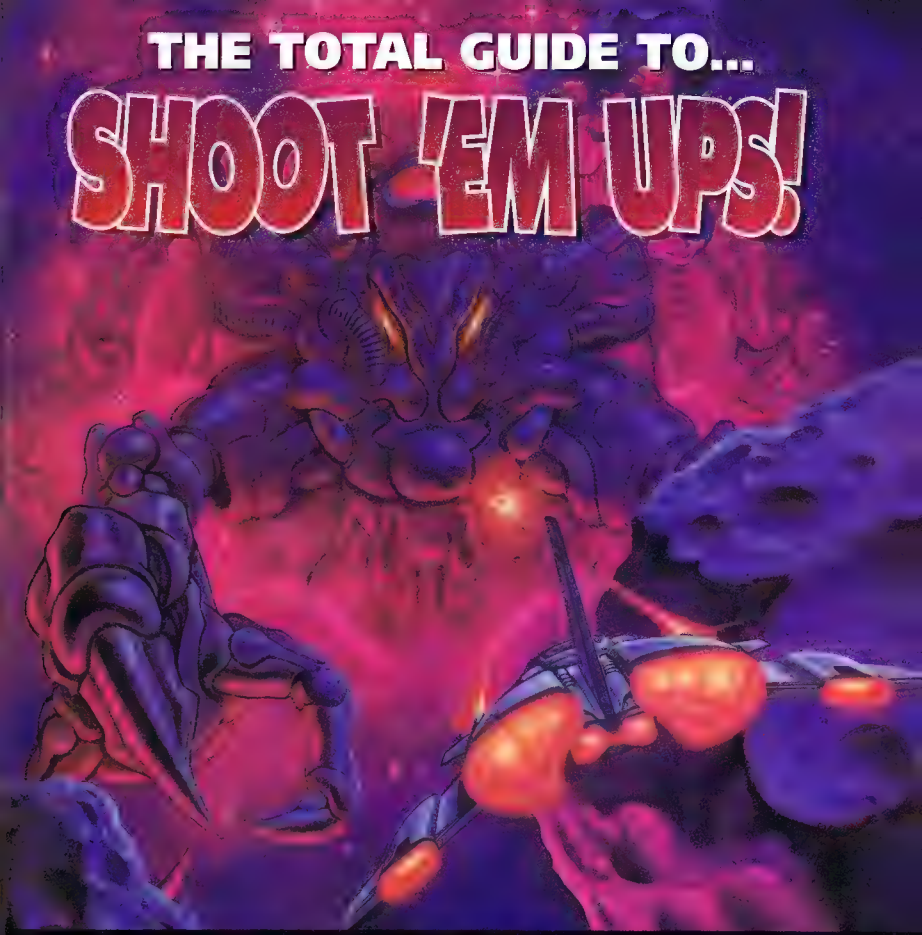
THE TOTAL GUIDE TO...

SHOOT 'EM UPS!



Shoot 'em ups are as old as video gaming itself (more or less). Everyone enjoyed playing Pong, but then they realised it wasn't violent which, of course, just isn't good enough. So they changed the opponent's bat into lots of little bats, made the balls into missiles that could inflict damage, and Space Invaders was born!

Taito's classic coin-op was a major breakthrough, but it didn't actually *move* very much. To add a bit of variety they decided to throw in a landscape that moved from right to left (giving the impression of your ship moving from left to right). Chuck in aliens that came from below as well as above, and you have Scramble.

Then Defender turned up, giving you the freedom to fly left or right, and releasing aliens that whizzed all over the place.

The shoot 'em up had arrived. And from these humble beginnings it was but a small step towards vertical scrolling (Phoenix – just about), power-ups (Nemesis started it all off) massive end-of-level guardians (R-Type had the first *nasty* nasties), finally arriving at the eight-way parallax scrolling mega-blasters we all know and love.

The great thing about shooters is that they're so satisfying. There's nothing better than seeing a huge alien blown to bits by your own skill. There's also a great art to learning shoot 'em ups – hitting the fire-button and hoping is no substitute for hand-eye co-ordination and sheer nerve.

Sadly, many of the blasters available on home consoles are dull or plain crap. Many games have the right ingredients for a great blaster but just don't come up with the goods. The tricky bit is putting the elements together – just shoving in a few enemies and power-ups isn't good enough.

Tell you what, let's separate the R-Types from the D-Forces by looking at all the scrolly shooters on Nintendo...

SHOOTING STARS!

Shoot 'em ups can be found on all three Nintendo machines, but that's not to say they're all fab. In fact, while platforms games and puzzlers abound on the beige trio, zapping fans have had to make do with some pretty substandard fare. Here we take a good look at the most popular shooty games. We're looking for smart, detailed graphics (like big end-of-level monsters), zappy sounds (s'no good if your gun goes 'pew, pew') and plenty of adrenaline-pumping blasting action. These are, after all, shoot 'em ups...

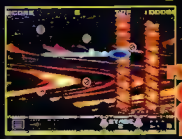
Darius Twin

62

For SNES From Taito

Jolly two-player laser thrash with big, fishy levels and lots of nice underwater scenery. Very much in the Nemesis vein, except you can't choose your powers and you never lose 'em!

Thunder Spirits

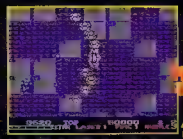


85

For SNES From Toshiba

Japanese conversion of the Mega Drive's Thunderforce 3. Very pretty, but plagued by slow-down and short on new ideas. Average.

Burai Fighter



77

For NES From Nintendo

Mean eight-way scroller with heaps of enemies and unusual bosses. A bit on the merciless side, but nice 'n' busy. One of the better NES shooters.

Xenon 2

69

For GB From Mindscape

Plodding vertical scroller with a huge variety of power-ups but wimpy bosses. The game caused a riot on the Amiga but doesn't really slice the condiment on Nintendo's hand-held.

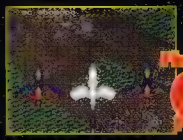
Super EDF

61

For SNES From Jaleco

Based on the coin-op, this Japanese scrolly shooter is pretty enough but lacks serious action and has the slow-down blues too.

D-Force



67

For SNES From Asmik

The blurb promises thousands of colours and special shading FX – so where are they? A gaudy, but playable vertical scroller with weird enemies.

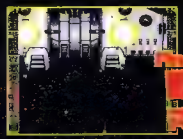
Captain Skyhawk

83

For NES From Nintendo

Jolly enough vertical scroller, with 3D landscape and docking bits. Looks good, plays okay.

Strike Gunner



51

For SNES From Activision

A vertical scroller just like Super Aleste... Only it's incredibly tedious, drab and painfully dull!

Shoot 'em ups: how to spot them

There are a few distinct types of shoot 'em ups. First, you get the classic horizontally or vertically scrolling blasters – just you in a ship, moving over a scrolling background, shooting at the oncoming enemies and avoiding ground features, like mountains (or, like me, just running straight into them). This encompasses brilliant games like Nemesis, R-Type, and Dropzone (and crap games like D-Force).

Then you've got the ones which scroll in several directions, like Burai Fighter or the later stages of U.N. Squadron and Captain Skyhawk. These are slightly better because you get more freedom of movement: you're not restricted to just sliding along like a train on rails.

Of course, swap the ship for someone (or something) on foot, and the game changes into Probotector in its various guises. (You have to watch it, though, cos with human opponents and a bit less hardware you're heading towards Double Dragon – and we all know how crap *that* is!)

And that's just about where scrolly shooters end and platform shooters begin (which we'll cover in detail in a later issue).

Talespin

For NES From Capcom

Bit odd, this. It's a scrolly shooter all right, but the Capcom/Disney game has Baloo the bear blasting in his biplane. You can fly left and right (by flipping the 'plane) and can collect bonuses along the way. But it's very tight, too hard and basically not much fun. Best avoided.

Final rating: 69

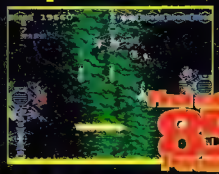
Action In New York

For NES From Infogrames

Not Cagney And Lacey but an every-way scroller with two players on screen. It's let down by infinite continues and only five levels, so it's fairly easy. Good graphics, varied levels and sharp sound, but not especially great.

Final rating: 72

Super Aleste

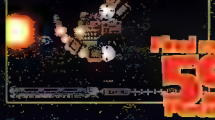


For SNES From Toko

Yet another great SNES shooter. The main pull of this (descended from a PC Engine game called Gunhed) is that there's never any slow-down – ever! Hundreds of sprites (well, nearly) whizz about the screen and the game keeps on going without breaking into a sweat. Great graphics and 12 frantic levels.

Final rating: 85

Phalanx



For SNES From Kemco

Not much wrong here – on the surface, anyway. Great graphics, loads of power-ups, end-of-level guardians – but nothing new or exciting, and nothing to make you want to play it past level three. Plus you lose power-ups incredibly easily. Bit tedious, really.

Final rating: 59

Types of R-Type

Final rating: 86

R-Type

For NES From Irem

Are we talking classic here or what? R-Type's old, but it still kicks butt. A near-perfect arcade conversion with huge graphics and all the power-ups you want.

Final rating: 68

R-Type II

For Game Boy From Irem

Just like the first R-Type – only more so. Smart graphics, great sounds and oodles of big baddies. You'll finish it on your first or second go, though.

Super R-Type

For SNES From Irem

R-Type was famous for its organic graphics and multiple power-ups, and this version does it proud. The great visuals and sound make up for the lack of gameplay, but it's spoilt by slow-down and jerky scrolling.

Final rating: 71

CLASSIC POWER-UPS!

Power-ups are all the rage these days, but are they any substitute for a decent laser?

1 The device which makes your ship's bullets fire diagonally and bounce off things. Useful, but not indispensable.

2 The big wiggly laser (as seen in R-Type) which toasts the als (or aliens to give them their full name) with one blast. Nice to have around, but not good for fine blasting.

3 Those little guided missiles which whizz about, try to home in on the nearest gook and usually head for your own ship. Clever, but posey.

4 The irritating shipette which hangs around your craft and which never ever manages to get that alien missile which has just disappeared up your tail-pipe because it's floating uselessly on the wrong side of your ship.

5 Smart bomb – a big ultra-weapon which makes the screen shake, the colours flash and all the aliens disappear in puffs of smoke. This is the one you always use up just before the end-of-level boss.

This encompasses titles like Low G Man (hurrah!), Xardion (boo!) and Turrican (ho-hum).

We've also got the weird games with shooting in but which aren't exactly shoot 'em ups. Solar Jetman has loads of blasting, but it also mixes in adventuring and puzzling, just to completely confuse the issue.

Then there's Smash TV – a more ferocious blaster you couldn't wish to meet, but it doesn't scroll (so we're not including it).

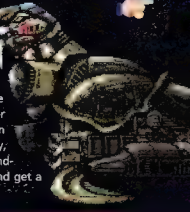
And finally, there are the garden-based shoot-em-ups. Tragically, no-one's yet realised the potential of this area, so games like Petunia Force and Bart vs. Jim The Old Lovable But A Bit Crap Really I Don't Actually Know Why We Keep Him After All We Don't Even Have A Garden, haven't yet surfaced. Write to your MP. Then write to Ann Robinson. Then give up and play Gradius instead.

Why don't they...?

Shoot 'em ups have come a long way since Space Invaders and Defender... Well, come to think of it, they haven't really, have they? Enemies, power-ups, bosses, we've seen it all.

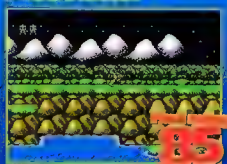
Here's our list of things which the designers have failed to include:

1 Why don't they put a special mode into shoot 'em ups which allows you to play as the computer, with the computer taking over the role of the main character? That way, *you* could be the end-of-level guardian and get a taste of real power!



Probotector and friends

Probotector



For NES From Konami
The original coin-op convo. Known as Contra in the arcades, this is a fine foot-slogging shooter with varied levels.

Super Probotector

For SNES From Konami
The SNES version is a rollercoaster ride of Mode 7 bosses, scrolling levels and intense shooty action. Not to be missed!

Probotector 2

For NES From Konami
Just like the first one... Only better. Another NES slaughter-fest.

Probotector

For GB From Konami
The GB gets a slice of the action too. Splendid shooty stuff.

Isolated Warrior

For NES From Vap Inc
Spaceships are for wimps. Here, it's just you (in a heavily armoured suit with masses of fire power) walking along 3D levels, blapping the oncoming aliens. Goodish graphics and massive levels. Try it.

Axelay

For SNES From Konami
A brave attempt at the ultimate shoot 'em up. Stunning 3D perspective levels, but in the end they're no more fun than the sidey bits. Still, a very, *very* smart shooter.

Raiden Trad

For SNES From Toei
Great on the PC Engine, fab on the Mega Drive, nob on the SNES. Crippled by slow-down and lacking the finesse, gameplay and oomph of the other versions. *Not* recommended.

Meet the Gradius family...

Gradius III

For SNES From Konami
Ignore the slow-down and this horizontal scroller is simply superb. Vibrant colours, wild power-ups, furious action and loads of levels.

Super Parodius

For SNES From Konami
A PAROdy of GradIUS. Grad III with jokey spaceships, clown bosses, go-go dancers and pop-classical soundtrack. Crazy, but too easy.

Parodius

For GB From Konami
Incredibly good copy of Parodius for the hand-held. Sadly, suffers the same limited lastability of the SNES version.

Gradius

For NES From Konami
Also called Lifeforce in the UK, this game has now been discontinued. Shame, really, cos it's not a bad version of the original Nemesis. Good fun, but still annoying when you lose your power-ups.

2 Why don't they come up with a blaster which gives you two ships to control at once? That would sort the men from the cowering, quivering boys (like Jim).

3 Why don't they do a version of, say, R-type where you view the game from *inside* the cockpit of the R-9 instead of from about three hundred yards away to the right? Imagine the stunning depth-cued 3D graphics, imagine how slow it would run on the SNES and then forget the idea until the 32-bit CD-ROM comes out.

4 Why don't they allow you to design your own end-of-level guardians (once you've completed the level, of course) so you could make them easier or harder? And in that case, why not have the opportunity to design your own power-ups? I'd go for the dreaded 'Luminous Pink Paint Sprayer' weapon where your enemies end up a shocking shade of pink and simply die of shame.

5 Why don't they write a shooter where, instead of simply blasting the baddies into oblivion, you invite them round for a chat? You could discuss the error of their ways in open conversation and come to an amicable settlement. Why? Cos it would be nob, that's why.

How to write a shoot 'em up

Okay, so you've got lots of ideas and think you could do better than the likes of Irem and Taito. Here's what you do (sort of)...

1 Come up with an incredibly long and convoluted plot concerning the forces of Wonga battling against the good guys of the planet Thring. Make sure you mention that the fate of the Universe is in the player's hands (just to pile the pressure on). And somewhere near the end of the plot, mention the controls for the game

Blasters from the past!

A quick rundown of those past-master blasters which have contributed to the great shoot 'em up saga.

SPACE INVADERS – The daddy of 'em all. Every shooty game you play today owes a debt to Space Invaders. But where would it all go from here?

SPACE INVADERS pt 2 – This looks just like just Space Invaders, except it's in colour. However, it introduced the concept of hidden bonuses – shooting columns of invaders from the top down rewarded you with extra points.

GALAXIANS, GALAGA, GAPLUS, GALAGA 88 – These are all variations on a theme. Galaxians was the first game in which the aliens could kill you by collision as well as bullets. Enemies now looped, dived and swirled, but the gameplay is still essentially Space Invaders.

COSMO GANGS – The end of the Galaxians line for Nintendo. It's basically Gaplus with a cutesy arcade licence. Super-simplistic blasting action and brilliant with it.

GORF – A logical progression from Space Invaders, as it had Space Invaders inside. It consisted of five sub-games joined together, which set the trend for countless multi-section film licences to come. It also featured, as the last sub-game, a single big enemy ship. Which in turn led to...

PHOENIX – The first end-of-level boss. Discounting the Gorf ship, the Phoenix mothership is the first shoot 'em up boss – a huge ship with a nasty alien in the middle. Phoenix also introduced a shield, probably the first power-up.

XEVIOUS – Although Galaga 88 boasted vertically scrolling sections, it wasn't the first. That honour probably goes to Atari's 1982 Xevious. There's also a long-discontinued NES version.

DEFENDER, STARGATE – These were original in many ways, with a bewildering array of controls, bi-directional scrolling, intelligent aliens and the first offensive super-weapon – the Smart Bomb. (Stargate, the sequel to Defender, is basically the same game but twice as mean.)

SCRAMBLE – The first shoot 'em up with horizontal scrolling. It added the new addictive element of 'I wonder what's coming up next?'.

VANGUARD – The next step was to make the scrolling go different ways. Vanguard scrolled horizontally, vertically and even diagonally, and was also notable for simultaneous four-way firing.

ROBOTRON – Another new genre – a viewed-from-above shoot-out with two joysticks, one for movement, the other for firing. A brilliant system which wasn't seen again until...

SMASH TV – An updated version of Robotron – basically the same game but with '90s-style power-ups and bosses. The SNES and NES versions are simply superb.

GAUNTLET, GAUNTLET II – In many ways, Robotron gave rise to Gauntlet, which introduced multi-player gameplay. NES Gauntlet II is your entry to four-player dungeon-plundering.

NEMESIS – Probably the biggest breakthrough in shoot 'em up history came with Nemesis and the collectable/power-up. And the rest is history.

SALAMANDER, VULCAN VENTURE, INTER-STELLAR ASSAULT, GRADIUS III – Nemesis spawned a number of spin-offs, tweaked versions of which are available for Nintendo consoles. Gradius III features an innovative customise-your-weaponry system.

PARODIUS – Konami took the *mickey* out of themselves with this tongue-in-cheek cutesy version of the hit Nemesis/Gradius series.

BURAI FIGHTER – Pretty much Nemesis, but with multi-directional scrolling.

R-TYPE – A very Nemesis-like game too, but with new ideas, most notably the entire-level-as-one-ship type of baddy.

ASTEROIDS, ASTEROIDS DELUXE – Asteroids' biggest innovation was Hyperspace, the panic button that warped you to a random location. Apart from the Game Boy version, Asteroids hasn't made a huge impression on the world of Nintendo, except for...

ELITE – From the wireframe graphics to hyper-spacing to spinning around in inky blackness shooting at the enemy, Elite couldn't have existed without Asteroids.

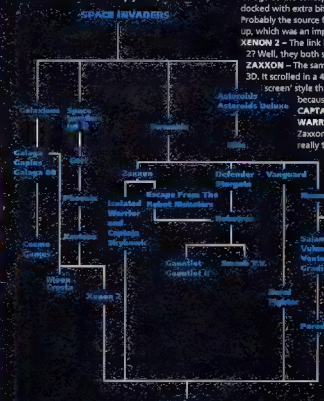
MOON CRESTA – Moon Cresta borrowed from Galaga 88 the concept of linked ships, where you docked with extra bits for more firepower. Probably the source for Nemesis' 'Option' power-up, which was an important innovation.

XENON 2 – The link between Xevious and Xenon 2? Well, they both start with 'Xe', don't they? **ZAXXON** – The same as Scramble at heart, but in 3D. It scrolled in a 45-degree, isometric 'into-the-screen' style that wasn't often imitated because it was so distinctive.

CAPTAIN SKYHAWK, ISOLATED WARRIOR – These both look like Zaxxon but neither of them are really that close. Let's hope SNES Super Zaxxon is on the way.

ESCAPE FROM THE PLANET OF THE ROBOT MONSTERS – One of the few coin-ops to take Zaxxon's 3D viewpoint. Otherwise, basically Robotron.

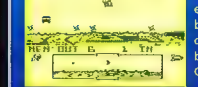
AXELAY – The state of the art? It's got Zaxxon-inspired 3D bits, Burai Fighter-esque multi-directional scrolling, multi-directional firing like Vanguard, weapons and horizontally scrolling sections à la Nemesis, and Xenon-style vertically-scrolling bits. Will anything come along to better it? We'll have to wait and see...



Dropzone

For GB From Mindscape

Dropzone's a shoot 'em with a history – it first came out on the Commodore 64 years ago and everyone reckoned it was the best game of Defender this side of, er, well Defender really. We'll be taking a good look at the Game Boy version next issue.



For NES From Mindscape

NES Dropzone is brilliant – and all the more so when you know it only takes up 32K! An unashamed rip-off of Defender, this is the original shoot 'em up; fast, frantic and very playable. The best NES shooter to date!

Nemesis I

For NES From Konami

This oldie was the first shoot 'em up to have selectable power-ups. It may be old but this GB version is fun to play and technically accomplished.

Nemesis II

For NES From Konami

Aka Gradius – Interstellar Assault, this is probably the best shoot 'em up on the 'Boy. Great graphics, good tunes and amazing gameplay. Yum!

so the player has to read through the whole damn thing to find them.

2 Nip down the arcade and see what sort of ship designs are in these days. Nip back home and sling some graphics together – the bigger the better (and a bit pointy as well). Put some scrolly stars in the background. If the game's set in a garden, put in some scrolling flowers. Just make sure *something's* scrolling.

3 Throw in some power-ups. A shield is always nice, a wiggly laser comes in handy, homing missiles go down a storm, and make sure there's a huge smart bomb weapon called 'The Waster' or something like that. Ensure that just before the final guardian of each level, the player dies and loses all his power-ups.

4 Stick in some end-of-level guardians. Make them so huge that the player has two centimetres of screen space to move in. Design the guardian so that it can only be killed by being hit 43 times on his elbow (which is round the back somewhere).

5 Call the game 'Blaster Force', 'Annihilator' or 'Planet Fall 3'. (And if you're Japanese, call it something like 'Turnyon' and have a picture of a young girl on the box). Now sit back and wait for the money to come pouring in.

6 Suddenly realise that you've forgotten to put an end-screen in, so that after several hours of battling through the most desperate alien forces in the Universe the poor player is greeted with 'Congratulations.' *AAAAAARGH!!*

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What's that, Steve – if we don't finish the magazine on time, Sega are going to take over the world?

SUPER NES

Wing Commander Learn to fly by the seat of your spacesuit.

NHLPA Ice Hockey It's better than the Mega Drive version. (Nerr-neee-nerr-neee-nerr-nerr!)

Super Buster Bros. If you think the name's odd, take a look at the game!

Spindizzy Go for a spin with GERALD the gyro.

Super Kick Off This certainly isn't cricket, old chap! Blimey, it looks like those fellows are kicking a bladder around!

Darius Twin Well, it's called twin cos two can play at once. And Darius cos... Um, dunno, really.

SNES Round-up Check out the medley of mediocrity in our sad SNES games summary.

NES

46 Dropzone Yes, it's always good to have a zone where you can drop things.

48 Probotector II More aliens to waste in this sequel to the brill blaster.

50 Prince Valiant My name is Prince *(dum-de-dum)* and I am Valiant...

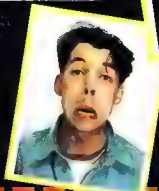
51 Robin Hood Join Bob Hood and his band of tipsy, er, merry men.

53 Hammerin' Harry Sequel to Nailing Nick and Sawing Sam? Starring Edwood Woodward? No?

54 Super Turrican No, nothing to do with turries or cans – this is actually a platform blaster, and *it's huge!*

56 NES Round-up Time to crack the whip at some NES titles that are a bit ancient or don't quite hit the mark.

Oh, no! Somebody's turned Andy's brain off (again). How are we going to finish the magazine now?



It's all right, Steve. I'll just flick this switch at the back and, hey presto! Back to normal! Phew!

GAME BOY

58 R-Type II Yes, R-Type is definitely our type – we think it's ace!

60 McDonald Land 'Do you want fries with that?' 'No, burger off!'

61 Joe 'n' Mac Dinosaurs galore in this prehistoric platformer.

62 Max Ah, yes. Um... This game's called Max and it's on page 62.

63 Bugs Bunny What's up Doc? Nope, I still don't find that funny.

65 Prince Valiant Val brings his bow-and-arrow antics to the GB.

66 Lemmings Death to the little rodents. *(Cue evil laugh.)*

60 GB Round-up There are plenty of good GB games – but not here!

REVIEWS

This Way!

WING COM

For SNES (1 player) **From Mindscape** **Price £45**

Oh no, it's happened again – the human race is about to be exterminated! But this time the exterminators are a bunch of jumped-up cats called the Kilrathi, who have developed some of the most powerful spaceships in the universe. It's up to you and your mates on the good ship Tiger's Claw to kick Kilrathi butt and show 'em who's boss.

You start as a rookie pilot just doing patrol missions, and the storyline develops depending on how well you do. The routine patrol missions might sound dull, but routine in the Enyo Sector means wasting three Kilrathi ships before breakfast. And just wait till you get onto the later missions – if you thought fighting *one* of the critters was hard, try tackling three of them in the middle of an asteroid belt. If this game doesn't get your adrenaline pumping, you must be dead already.

WINGS
Fantastic 3D action – you have to use your brain as well as your fire-button finger. Great graphics and sounds

When you've played scrolling shoot 'em ups in which you waste hundreds of aliens per level, shooting just three or four enemies per mission might seem pretty boring. But dogfighting in Wing Commander is one of the most exhilarating experiences you can have with a SNES without getting arrested.

DINGS
Maybe too tough at the start. It's no frenzied blaster – the 3D action can become a little repetitive

Here's a typical scenario: you're chasing an enemy around the sky. You open fire and score a few good hits. But there's another red blip on on the radar and your cockpit glows red as you come under fire. You break left, following your target. You launch a heat-seeking missile and it whacks him right up the engine. One last hit and he's down. The Kilrathi is in your sights. You shoot and miss. You try to fire again but your guns have overheated. You scream in frustration and there are some tense moments as you wait for them to cool. You're ready for the kill, but where has that other Kilrathi got to?

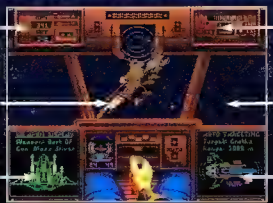
You have to think fast when you're fighting in Wing Commander – it's frantic action all the way. There's no way you can work out a set method for each mission like in an ordinary shoot 'em up – you live and die by your own dogfighting skill. The other pilots give you advice on how to handle the different Terran craft, and how to attack the different Kilrathi ships, but it's up to you to learn how to fly and fight.

At the start it's easy to get killed (almost too easy, in

'Ullo, darling – yes, you up there on the other page! I'm a Wing Commander, me! Do you fancy a smooch down the officer's mess?

A view from the bridge

Get to know your cockpit and you stand a much better chance of survival.



This shows your current speed and the thrust setting.

A heavy Kilrathi fighter. Kill it now, or be killed yourself.

Your ship's weapons and damage status is on the left screen.

Check here to make sure you've got enough fuel.

Keep the windscreen clean or you'll never kill anything.

The scan shows the target. It glows red when damaged.

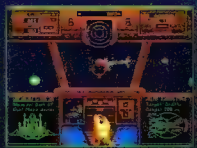
Getting off to a flying start

Wing Commander is just like being in a movie – you get full briefings before you actually take to the air.

1 Fall asleep during the briefing and you'll be in big, big trouble. (Not to say dead.)

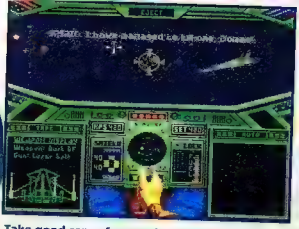
2 Climb into your well-armed fighter and get ready for some steaming action.

3 In the launch tunnel you're about to experience the full force of your thrusters.



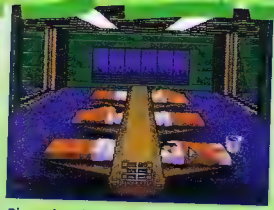
4 It's not long before you meet an enemy ship. Open fire with all guns blazing.

WANDER



Take good care of your wingmen and they'll take good care of you. Here, Spirit takes out one of the Kilrathi swine.

Chat to the pilots in the bar to get some useful tips. Shotglass, the barman, makes a mean Astro Guzzler milkshake...



Oi, you long-haired Yeti, what are you doing in my bed? Clear off! Oh sorry Angel, didn't recognise you. Move over, will you?

No you're not. I've seen you hanging round the docking bay with a mop. Why don't you push off and stick your head up an exhaust port. Git.

fact). It takes a while before you get the hang of the controls, but the game's so exciting that as soon as you're dead you'll be hammering at the start button, ready to get straight back into the action

It's tough going at first, but at least that means that you'll be playing and enjoying Wing Commander for a hell of a long time There are 32 missions altogether, and although theoretically you only have to get through 16 to reach to the end, unless you've been successful enough in the missions you've played you won't get a good game ending. This means that you can play through it again in order to experience a different set of missions, and with luck get a better ending.

Wing Commander is a beautifully crafted game. The story development and the scenes on board the Tiger's Claw may seem redundant, but they make it all seem so much more real The music blends seamlessly with the action, the graphics are gorgeous, and the 3D combat is incredibly exciting A brilliant game from start to finish. **ANDY** TOTAL!

WING COMMANDER

Looks

■ Excellent effects, gorgeous enemy ships, fantastic explosions and great link screens

Sounds

■ The pulsating soundtrack changes depending on how you're performing

Gameplay

■ Brill 3D dogfights and incredibly tense combat, although it can get repetitive

Life span

■ With 32 missions and several routes through the game, it's got mileage

A storming game, with stunning graphics, great sound and, most importantly, utterly thrilling combat. An incredible experience!

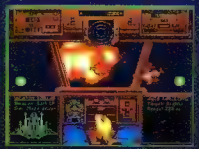
Final rating 89 Percent

TOTAL! TEK-SPEX

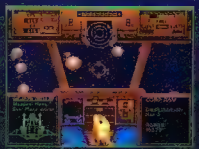
Game	Wing Commander
Levels	32 missions
Difficulty	Tough
Continues	Infinite
Release date	March

Playing on the wing – shooting and scoring!

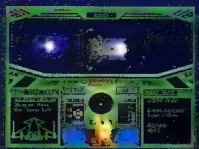
The only trouble is, you can't just blast your way through each mission – you have to perform well enough to get a good finish.



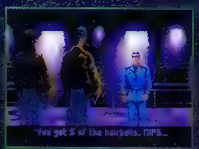
5 Got one of the suckers. (Now that's what I call an explosion!) Come on, then!



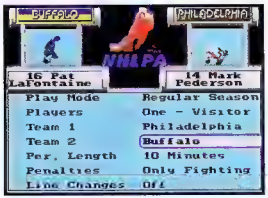
6 Oh no, that's just what I didn't need – a massive Kilrathi minefield. Help!



7 Get through successfully and it's back to the Tiger's Claw for a hero's welcome.



8 In the debriefing you're told how you did. Hmm not bad, I s'pose...



Aah, the options screen. Do I pick Buffalo?

Nah, Chicago look a much meaner bunch.

NH HOO

Getting creamed on the ice...

There are loads of vicious fouls just waiting to be committed in NHLPA.

Take a good swipe with yer stick and send them flying.
No foul yet, but the red one is about to do something very nasty.
Rack up enough fouls and the players drop everything and fight!
Foul of the month is this bone-crunching bodycheck sandwich.

After a foul the two teams have a face off. Or is it a bully off? A push off? A f... *(Yes, that's quite enough, Chris – Steve.)*

Well, I have to admit that I've never played ice hockey in my life. The closest I ever got was slipping around the edge of the local ice rink clutching the wall and pathetically pulling myself around the rink. But after playing NHLPA Hockey I can't wait to get back on the ice and try out some new moves.

The game is from the same company which made John Madden '93, but unlike Madden there's no insanely complex set of rules to learn first. With ice hockey it's simple – all you have to do is hit the puck in the other side's goal. And take out as many of the opposition as you can on the way.

NHLPA is endorsed by the National Hockey

NHLPA HOCKEY

Bet you can't do that again!

NHLPA has a superb replay function so that you can watch your best bits again.

1 The guy in the tasteful green uniform has skilfully placed three burly defenders between himself and the goal. Not a chance of a goal? Well...

2 ... He slides through a gap between two of the defenders, draws the goalkeeper over to the left and shoots under his legs into the net. GOOOAAAL!

Hitting the opposition is fun, but get caught and it's two minutes in the sin bin for you.

TOTAL! TEK-SPEX

Game	NHLPA Hockey
Levels	None
Difficulty	Average
Continues	Save game
Release date	Out now

For SNES (1-2 players) **From Electronic Arts** **Price £45**

League Players Association, which means it's got all the teams and players from the North American leagues. All the statistical stuff may be very clever, but NHLPA Hockey really gets impressive when you hit the ice. There's no other way to put it: I just love playing this game. You really do feel as though you're swishing across the ice, and the control method is excellent. Once you get used to the way the skaters move, it's possible to swoop past defenders, skid to a halt, quickly change direction and flip a shot into the net. Aah, if only it were that easy.

PUCKS
A great-playing sim which is easy to learn and even fabber with two players

Y'see, there are six crazed maniacs on the other team who want to stop you, and if there's one thing NHLPA has in abundance, it's ways of stopping people. You can slash them with your stick, hit 'em with a bodycheck, crush 'em against the barriers, trip 'em up or just have an old-fashioned punch-up. Get caught committing a foul, though, and your player will be sent off for two minutes and the other side will have a power-play (ie. more players than you).

Commit any penalty and a box will pop up in the corner with a close-up of the ref telling you what you did wrong. Neat, huh?

SUCKS
The players could move and look a bit better, but it's only a minor gripe

All this makes NHLPA really fun to play, but if it's realism you're after, just switch on the penalty rules – offside, icing, roughing. For real pros there are line changes. Use these and you can bring on your best line-ups for scoring, defending and powerplays.

I very much doubt whether you'll find a better sports sim than this – especially a two-player one. It's got tons of great features, lots of different teams, and is a whole bundle of fun to play. Don't miss it.

CHRIS

TOTAL!

NHLPA HOCKEY

Looks
- A nice-looking ice rink, but the actual players could be a bit prettier

Sounds
- Swishy skating FX, a couple of grunts and some of that tedious organ music

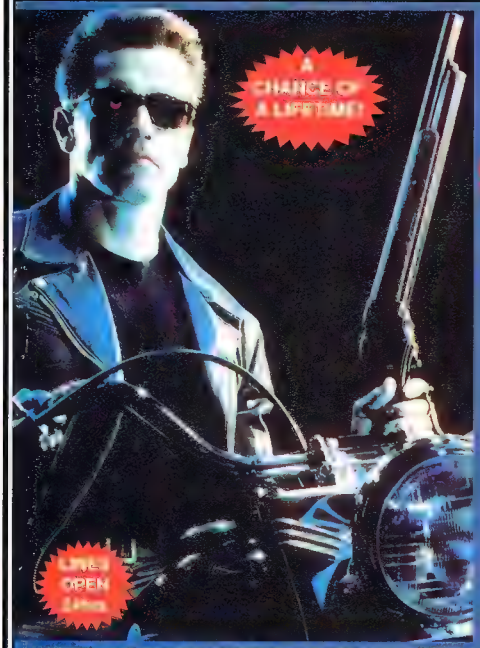
Gameplay
- Forget the cosmetics, this game is terrific and full of playability

Life span
- One-player mode has loads of teams and options. Two players will never get bored

This is a wonderful ice hockey sim that is simple to learn, feels realistic, plays well and is just superb for one or two players. I love it!

Final rating
91 Percent

SCHWARZENEGGER



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Q1 What professional sport did Arnold Schwarzenegger previously compete in?
A - BODY BUILDING B - DARTS C - GOLF

Q2 What was Arnold Schwarzenegger's last film release?
A - CONAN THE BARBARIAN B - COMMANDO C - TERMINATOR 2

Q3 Who played Arnold Schwarzenegger's twin brother in the film Twins?
A - GAZZA B - ROLF HARRIS C - DANNY DIVETO

Q4 In the film Total Recall what planet did Arnold Schwarzenegger liberate?
A - THE MOON B - THE SUN C - MARS

Q5 In the film Terminator what role did Arnold Schwarzenegger play ?
A - POLICEMAN
B - TRAFFIC WARDEN
C - TERMINATOR

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SUPER BUSTER BROS.

For SNES (1 player) **From Capcom** **Price £45**

Okay, pay attention and try not to get confused. Super Buster Bros may look like a SNES version of the arcade game Super Pang but it isn't. It's just a SNES version of ordinary Pang. Except that it's not a straight conversion of Pang either, but just a Pang game with different screen layouts, some bits added and some other bits taken away. Despite the fact that the game is called Super Buster Bros, even if you've got a brother handy it makes no difference, because unlike the coin-op version it's for one player only. Still with me? Good

BUBBLES
There are some very pretty backdrops. Panic Mode is good when you just feel like a quick blast

The idea of Super Buster Bros is to whip floating bubbles. Every time you hit a bubble it breaks into two smaller ones, and if you hit one of those it breaks into four still smaller ones, and these you can burst. You have to burst all the bubbles on each screen without them touching you, which spells instant death.

The lack of a two-player game in Super Buster Bros is the worst omission, because the arcade two-player mode was innovative and exciting and without it the whole thing gets a bit dull and repetitive. It's rather too easy now, too – at the Normal skill setting you'll zip through a good 30-odd of the 50 levels without troubling your four continues too much. Hiking the difficulty setting to Expert makes for a pretty serious level of challenge, but it still means a limited lifespan.

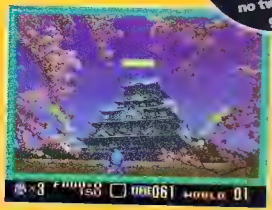
To compensate for this, you get two different games – the ordinary coin-op game is represented in Tour Mode, where you travel the world negotiating various platform structures through 50 levels, but you also get a totally new game called Panic Mode, which doesn't feature any platforms at all. In Panic Mode it's just you and 99 levels of bubbles in one continuous onslaught, and it is, indeed, seriously panic-stricken stuff.

TROUBLES
A bit repetitive, and it's miles too easy on all but the hardest level. And there's no two-player game

Fun though the game is for a while, it doesn't really cut it as a coin-op conversion or as a SNES game in its own right. The missing two-player mode makes the whole thing ultimately pointless and unsatisfying, and while Panic Mode is good for a quick pick it up-and-have-a-blast for five minutes, it doesn't make it worth 45 quid. **JAMES**

TOTAL! TEK-SPEX

Game	Super Buster Bros
Levels	50
Difficulty	Hard
Continues	Save game
Release date	Out now



Looks
■ Lush backdrops, and some cute little animal characters. Very pretty stuff

Sounds
■ Horrible metallic clangs and scrapes make for instant headaches. Turn it down

Gameplay
■ Good fun, but after a while you begin to yearn for just a little bit more to do

Life span
■ You'll play Panic Mode for ages on and off, but you'll get bored with that too

There's no excuse at all for the missing two-player game. Without it, Super Buster Bros doesn't come near to justifying the price tag

Final rating 57 Percent

SPINDIZZY WORLDS

For SNES (1 player) **From Activision** **Price £43**

This is a game with real pedigree. It first made an appearance in 1986 as Spindizzy on the Commodore 64 and the Spectrum, and at the time it was yet another clone of arcade hit Marble Madness. And now it's on the SNES as Spindizzy Worlds.

Just like Marble Madness and the first Spindizzy, the action takes place on an isometric 3D landscape (just have a gander at the screenshots if you don't know what isometric means). You have to control GERALD (Geographic Environmental Reconnaissance And Landmapping Device), a peculiar craft which looks and acts like a spinning top, in order to perform your task of task of mapping out all the Spindizzy Worlds. (This doesn't mean you have to actually take a pencil and paper and scribble maps down as you go – all you really have to do is finish every level, the same as in most games.)

SPINNERS
Lots of variety on all the levels. Tricky but rewarding gameplay. Pretty-looking graphics

Piloting the wobbly GERALD around the narrow, sloping platforms isn't easy. GERALD moves like any other spinny object – a gyroscope, for example, or James late on a Saturday night. This means you've got to cope with things like friction and inertia, which makes the game tougher and more playable than the average arcade game.

SPINNERS
GERALD's gyrations may be a bit difficult for some gamers to get to grips with

With a load of tricky problems to solve chucked in as well for good measure, Spindizzy Worlds can get very hard. Doors, switches, lifts, ramps and baddies have to be tripped, leaped, opened or avoided to get through each Spindizzy World. There are loads of worlds to

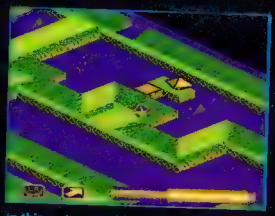
All around the whirled...

Some of the Spindizzy Worlds are simple arcade dashabouts but others, like this tricky so-and-so, are full of switches, shifty nasties and precarious platforms.

There's no switch to fill in this gap – you'll have to take a run up and leap over it. But don't go too fast or you'll crash land
Collect the flag and a warp square will appear underneath to take you to the next level.
The chequered nasty kills you on contact, so make sure you've tripped the switch
You'll have to approach this bridge from the top

Taking GERALD for a spin...

This level's a race against the clock – grab as many gems as you can and hotfoot it to the finish.



In this watery world, not only are platforms really fiddly and tough to stay on, but the water's full of deadly sharks too.

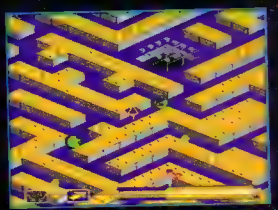
TOTAL! TEK-SPEX

Game	Spindizzy
Levels	27 worlds
Difficulty	Hard
Continues	Passwords
Release date	Out now

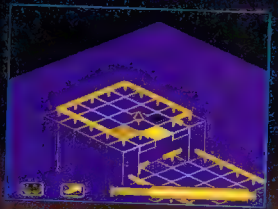
complete, each with several levels, and each offering a different type of challenge.

Spindizzy Worlds is a great game with some very pretty, if basic, graphics and tons of playability. The controls take some getting used to, but soon you'll be hooked. If you're after a challenge that's got arcadey bits, brainy bits and lots of other bits too, Spindizzy Worlds has it all.

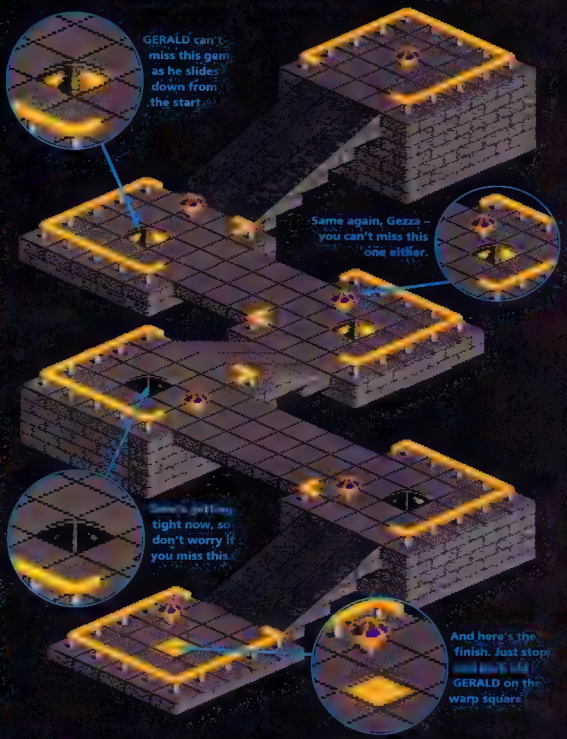
CHRIS



This is probably my fave Spindizzy Worlds level – it's just like the 3D Pacman game, Pacmania, with ghosts, pills 'n' everything.



If GERALD falls off the edge he'll get zapped back to the start, but he can't make it to the finish until he's hit the yellow switch. Clever, eh?


GERALD can't miss this gem as he slides down from the start.
Same again, Gezza – you can't miss this one either.
Time's getting tight now, so don't worry if you miss this.
And here's the finish. Just stop GERALD on the warp square.

SPINDIZZY

Looks
- Clear, colourful and crisp, but not really that impressive for the SNES

Sounds
- Lots of good tunes for each new world and good effects too – lovely stuff!

Gameplay
- Superb arcade game that's got puzzles, races, mazes – the lot. Fab!

Life span
- The levels get tough quickly but passwords and restarts make things easier

A wonderful arcade game that plays so many different ways that it's got something for everyone. And it's a great challenge, too

Final rating 91 Percent

KICK OFF

Kick Off certainly excels in options. These let you do things like practise ball control, free kicks and penalty shootouts.

Hooray! An overhead scanner. This would come in rather handy, except that you never get any time to look at it.

For SNES (1-2 players)
From Anco
Price £45

"Well, Jimmy, it was a 50/50 ball, and it's a game of two halves and at the end of the day the lad done well." Er...

Football may well be a funny old game, but even so you'd be hard pushed to find a 'funnier' football game than this. The control method is the funniest thing about it – gone is the usual Velcro ball/boot arrangement in favour of a ball that doesn't stick to your feet at all. More realistic it may be, but, as Amiga owners found out two years ago, it also meant grasping a whole new method of control. Once you've got that sorted out, you've got to decide whether you prefer things that way or not (most people don't).

Kicking the ball in the desired direction takes a bit of getting used to, but you'll get the hang of it with practice (and the after touch is lovely). The real snag on the control side is dribbling. You have to keep your player constantly behind the ball, but the control pad just won't respond fast enough to allow you to do that. There are also too few sprites on screen at one time, so for the most part you just pass the ball in the general direction of where you hope one of your players is. Sometimes the ball can be booted right off the screen because the scrolling can't even keep up!

There may be hundreds of options to set, including one to turn the game speed down, but gameplay is what it's all about, and gameplay is what Kick Off is lacking. Sure, it can be fun, but the question is, wouldn't you be better off going for Super Soccer instead?

Well, the answer is yes. **STEVE**

TOTAL!

It's fast, it's wild and there are loads of exotic options for you to play around with. The battery back-up replay feature is a bonus

Er, but it's too fast and too wild. The game-play is too fluky, control is too cumbersome, and the computer goalies are virtually infallible

I was never a great fan of Kick Off and this isn't a great version anyway. If you love footie you might enjoy this, but Super Soccer's still my fave

It's a goal! *(But you're playing in the blue – Chris.)* Yes, but I've selected the special 'let your editor win or you're sacked' option.

Foul! (These seem to occur whenever you use a sliding tackle, halting the game for over 30 seconds each time.)

KICK OFF

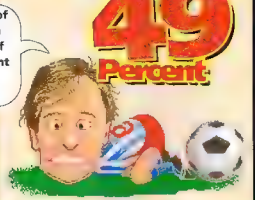
Looks
■ Sufficient, but not very realistic. Makes no use of the SNES's superior hardware

Sounds
■ An annoying tune, a 'phutt' when you kick the ball, and one crap crowd sample

Gameplay
■ The computer is far too good. Playing a human opponent is more fun, though

Life span
■ If you play with a friend you'll tend to overlook the game's defects

Final rating
49 Percent



TOTAL! TEK-SPEX

Game	Kick Off
Levels	Er, one
Difficulty	Medium/Hard
Continues	Save goals
Release date	Out now

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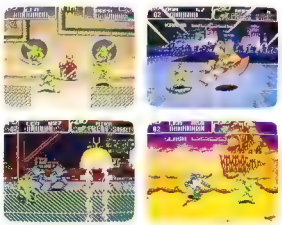
The ever villainous Shredder has sent one of his evil androids to steal the Statue of Liberty. The turtles have to defeat Shredder and rescue Lady Liberty from his evil clutches in six huge levels of Arcade Action. As they attempt to put an end to Shredder he knocks everyone into an activated Matrix Translocation Beam sending everyone hurtling back through time. Can the turtles defeat the host of historic hooligans as they fight their way back to 1992, to the final showdown with Shredder.



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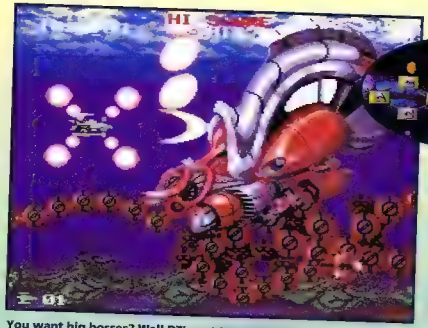


You want big bosses? Well DT's got 'em! Shoot this crabby-lobster thing in the shell, unless you want a nasty case of the tentacles.

You can choose your course through the Darius system (inset), until you reach planet Darius itself and the Robot Walrus of Nastiness.

For SNES (1-2 players) **From Taito** **Price £45**

DARIUS TWIN

DT's a bit fishy, but at least you get some decent firepower.

Anyone remember that weird widescreen scrolly shooter in the arcades? You know, it was all done with mirrors and there were three screens, and... Yes, well this is the non-widescreen homey version.

Darius Twin is another one of those Japanese games that Super Famicom owners have been able to play for the last two years on import. Now it's seeing the light of day as an 'official' release. The game retains the decidedly amphibious feel of the original visuals and the simultaneous two-player option. However, it's more of a Darius Only Child than a Darius Twin, because things get so confusing with two well-armed fighters on-screen that you always get much further on your own!

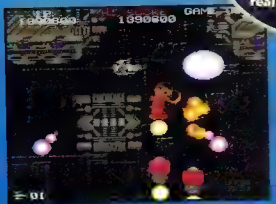
It's a strange shooter, too. It's sort of fun and sort of dull at the same time. The bosses are mean, there's loads of action and it's a stiff challenge even on easy.

When it's busy and there's lots of enemies, Darius Twin is a real hoot. But sometimes it all goes quiet and you get the same attack waves over and over again. At times like these the game plummets through the ratings, heading for 'average', and passing perilously close to 'crap'.

The two-player mode saves it from a kicking, but with Super Aleste and Super Parodius knocking about, I'd advise you to get the DT's only if you're suffering from severe shoot 'em up withdrawal. **STEVE** TOTAL!

TWINS
Pretty smart graphics, with some of the meatiest bosses you could wish to meet. The soundtrack is a bit spiffy. Good two-player shooty fun!

TWITS
Not nearly enough variety in the scenery or things to shoot at. Powering up is far too easy – there are no real tactics or thought involved.



For a bit of (much needed) variety, this level scrolls diagonally with some impressive parallax. Shame it's a bit tedious, then.

TOTAL! TEK-SPEX

Game	Darius Twin
Levels	12
Difficulty	Average
Continues	None
Release date	March

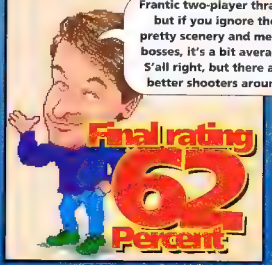
DARIUS TWIN

Looks
■ Occasionally very pretty, with some neat fishy enemies! Minimal slow-down

Sounds
■ Tunes are catchy but there aren't enough of them. Standard blasting FX

Gameplay
■ Disable brain, engage fire-button-pressing finger, and observe the carnage

Life span
■ Challenging, compulsive, and good fun with a partner. But it won't last...



Frantic two-player thrash, but if you ignore the pretty scenery and meaty bosses, it's a bit average. S'all right, but there are better shooters around

Final rating 62 Percent

SUPER NES ROUND-UP

Got a SNES? Want some brilliant games with addictive gameplay, lush graphics and a lasting challenge? Well, never mind – here's SNES Round-up.

Waste time washing and conditioning? Take two bottles into the shower? I just want to Wash And Go (and smash someone's face in with my incredibly shiny, great-looking and manageable red hair).

POWER ATHLETE

For SNES
From Kaneco
Price £45

Street Fighter 2's sold thousands of SNESs (despite that rubbishy ad with the fist coming through the wall), given me blisters on my thumb and inspired a load of games which are trying to jump on the fisticuffs bandwagon. The latest SF2 rip-off from Japan is Power Athlete, and what a pile of old cack it is too.

It's got a few fighters to choose from, each possessing one punch, one kick and one tatty special move. True, some of the moves change a bit depending on where your foe is, but the whole thing's an uncontrollable mess of a game. Poor graphics, animation and speech don't help.

There's no fun to be had here at all. It's just random button-pushing and I can't believe it took more than 20 minutes to cobble together. It's awful, it's pitiful and it's a good bet as the worst SNES game yet. **CHRIS**

Look, this game's awful. Take a look at NHLPA Hockey instead.

POWER ATHLETE

Looks
Naff characters, really bad animation and some crude parallax scrolling

Sounds
The game's so bad I can't recall what it sounded like. Bet it was crap, though

Gameplay
The cart will make a useful ice hockey puck. Or a nice brooch. Or fly swat

Life span
A minute to open, a minute to learn, two hours to take it back to the shops

Final rating
28 Percent

I'm no expert but it looks like this poor dinosaur only has two legs and they're in a funny position. No wonder they died out.

CHUCK ROCK

For SNES
From Sony Imagesoft
Price £45

Anyone remember Captain Caveman? No? Well, don't worry – it was a rubbishy old cartoon. Anyway, Captain Caveman used to say 'Ungabunga' and that's just what Chuck says in this game. Exciting, eh?

Chuck Rock was a big hit on the Mega Drive, but it's an incredibly basic platform game with very few bad guys in. And it's slow. It's not slow because of bad programming, it's because Chuck's meant to be a lumbering caveman, so he can only plod about the screen in a thick, Neanderthal sort of way.

It's a very pretty game – the cartoon graphics of dinosaurs and the prehistoric landscapes are all really impressive – but it doesn't matter cos the gameplay's so simplistic. All Chuck has to do is trot along, hitting dinosaurs and picking up the odd rock and throwing it at something. It's far too boring to splash out on – leave it to the Mug-O-Drivers. **CHRIS**

Hmm, Chuck's turned to stone below the waist. Evolution, eh?

CHUCK ROCK

Looks
Colourful, well-animated and funny cartoon graphics, but they're too slow

Sounds
Good effects, the tunes aren't bad and I love that 'Ungabunga

Gameplay
A boring platformer. It's too basic and doesn't have enough going on

Life span
There's a decent number of levels, but they're too dull to last you very long

Final rating
61 Percent

Thanks to Sheltonia Consoles for supplying our copies of Power Athlete and Chuck Rock

DRAKKHEN

For SNES
From Infogrames
Price £45

This game is a role-player in which you control a group of four characters on a quest to save the universe from the four dragon kings. All the characters have different abilities and can collect loads of items along the way to help them in their quest.

Most of the puzzles in Drakkhen are pretty straightforward – you find a key and, wouldn't you know it, the next thing you find is a locked door in which you can use it. Pretty handy, I'm sure you'll agree.

It all plays very methodically and there's precious little in the game that will surprise you. There's virtually no room to deviate from the plot and the actual gameplay is dull. Only the later parts of the game have any meat, but you'd have to be a die-hard, dyed-in-the-wool adventurer to play through that far. **JAMES**

Role-playing games were never like this in the old days. Erm, actually they were. A party of blokeys tramping about some dank castle, trading hit points with a monster and looking for treasure. Hmm.

DRAKKHEN

Looks 5
Nice 3D landscape but the rest of the graphics don't do the SNES justice

Sounds 5
As with the graphics, the sounds are limited and really belong on an Atari ST

Gameplay 5
Methodical role-player with a dull control system For fans only

Life span 5
It'll take a while to play through, but most of the puzzles are too obvious

Final rating 64 Percent

JAMES BOND JUNIOR

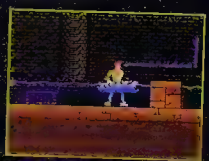
For SNES
From T•HQ
Price £45

GREY IMPORT

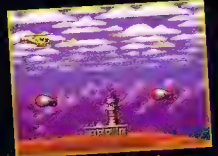
This game features just you against the evil warlords of SCUM, Dr Derange and Maximillion Cortex. Hmm. Now, that sounds to me like a pretty dumb storyline, but I can forgive even the dumbest storyline if there's a decent game to go with it.

Sadly, James Bond Junior hasn't got any decent gameplay to make up for the lousy plot. In fact, the plot is probably better than the game play, that's how bad it is. The game alternates between a dull shoot 'em up with poor graphics and a dull platform game with poor graphics. Okay, they're not the worst sub-games in existence but they're not a much fun to play. The shoot 'em up scenes are all difficult to control and the platform levels are very basic.

So there you have it. This is an average shooter that just manages to scroll from left to right and throw a few baddies on, together with a cheesy selection of platforms. Do you want it? Or would you rather I shut your hand in a heavy door? **CHRIS**



'Oops. I'm sorry, I just couldn't keep it in any longer. Very sorry.'



I ask you, what's a lighthouse doing in the middle of a desert?

JAMES BOND Jr

Looks 5
The shoot 'em up bits look years out of date, as do the cruddy platforms

Sounds 5
The effects do their job and the tune is James Bondy Well, vaguely

Gameplay 5
The shooty sections are unfairly tough but who cares? it's no fun anyway

Life span 5
If you like it (and you'd be the only one) it'll probably take a while to finish

Final rating 42 Percent

SUPER BATTLETANK

For SNES
From Absolute Entertainment
Price £40

Only two years after Desert Storm and the SNES has its second Gulf War game – Super Battletank (Desert Strike was reviewed last month).

You drive an M1A1 tank around the desert, taking on enemy tanks, helicopters, missile sites and other military target-type things. You've got a tiny viewscreen enabling you to see out of your tank, but you'll spend most of the time using the map to get about, as you can also drive around on the map screen. Once you reach a target, all you have to do is move your gunsight and blow the target away.

This is all very simple stuff. When you're into the action, the whole game plays like the antique arcade game Battlezone, first seen in 1979! While it's fun for five minutes, there's no way you could find £45's worth of game here – it gets repetitive very quickly and it's way too basic. **STEVE**

Ooh, it's all dark in this tank. And that man's looking at me.

Hit the button, quick, or you'll get some very unfriendly fire!

BATTLETANK

Looks 5
Digitised tanks, choppers and trucks look like the real thing

Sounds 5
Lovely sampled FX for your weapons and some good, war movie-style music

Gameplay 5
Just shifting your gunsight about isn't enough to get you all fired up

Life span 5
The later missions are tough but it's too simple for any long-term interest

Final rating 50 Percent

Danger zone...

Dropzone is set on Io, the orange moon of Jupiter, where your small, blue mining workers are constantly attacked by disgruntled Jovian creatures. Here's a quick guide to the nastier elements you'll encounter...

SPOOR – Fairly harmless until shot, whereupon they release four trailer children. Aargh!
TRAILERS – Stay at the top of the screen, flipping from side to side and firing like crazy!

DROPZONE

For NES (1 player) **From Mindscape** **Price £25**

If all your men are destroyed, the moon grows unstable and its volcanoes become active, throwing out molten magma. Panic!

When I heard about this NES game, I was gobsmacked. I first got into computer gaming when I bought a C64 yonks ago, and one of the best blasters I had for the machine was Dropzone, written by some guy called Archer Maclean. So you can imagine my surprise at playing a pixel-perfect version on the NES – a full eight years later (and, sadly, I'm just as crap now as I was then).

The game's a blatant rip-off of the Williams' coin-op, Defender, but was a rip-roaring success and is still the favourite game of many an old blasting freak. You're in control of a little spaceman chappie with a hover-pack. You burn across a moonscape (which loops around so you can't fly off the edge) and must collect your little blue chums, returning them to the dropzone. You can only carry one at a time and so you have to criss-cross the landscape ferrying blueys to safety.

'Course, the surrounding spacescape is full of marauding aliens of varying sorts and nastiness, from lightning clouds to kamikaze alien craft. Your defence consists of a forward-firing laser, a couple of screen-clearing smart bombs, a device which makes you temporarily invincible – and sheer nerve!

ZONES
Quite simply the most frantic mega-blast on the NES! Simple gameplay so it's ideal for a swift pick up 'n' play

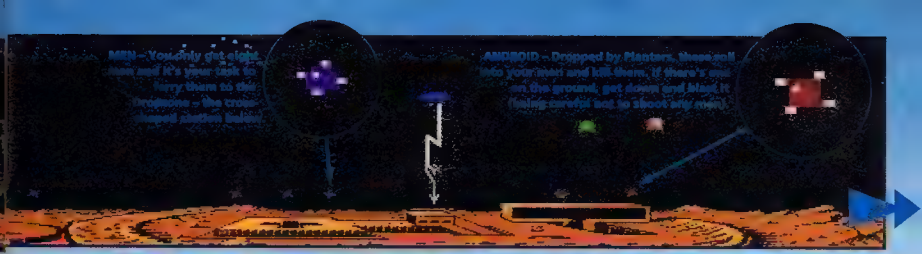
TOTAL! TEK-SPEX

Game	Dropzone
Levels	99
Difficulty	Hard
Continues	None
Release date	February

PLANTER – The cause of all your worries. Shoot before they can release any androids.

PLANTER/ANDROID – Shoot the greenie first, then the falling droid for a 500-point bonus!

NEMESITE – When planters go bad. Having dropped the droid, greenie turns pink 'n' nasty!


MEN – You only get eight men and it's your task to carry them to the dropzone – the cross-shaped platform below.
ANDROID – Dropped by Planters, these will zap your men and kill them. If there's one on the ground, get down and blast it (using careful fire so shoot any men).

NES TACTIC

Macleaning up the 'Zone

Who better to provide you with some playing tips than the author himself – take it away, Archer Maclean...

● Don't thrust too much – use short, controlled bursts. And use your scanner to avoid running straight into baddies.

● Androids will actually invade the moonbase to kill men. This invasion can be prevented by either saving all eight men or by always carrying the last man about with you.

● If the moon goes volcanic, hover between the Ionian sea (pink lava lake)and the smallest volcano, where the flying magma can't reach you.All anti-matter nodules eventually bounce towards you so you can complete the wave.

● Get yourself a decent, tactile joystick! (TOTAL recommends the Konix Speedking.)

The key to success is in keeping as many of your cyan chums alive as possible. If you let the baddies kill 'em all (or you've been a bit too zealous with the fire button), the planet surface turns red and volcanic – usually with fatal consequences!

DRONES
Not the most scenic or sonic of games. If chasing high-scores isn't your thing, then you may be disappointed

This is definitely one of the toughest shooters on the NES. But not due to stupid amounts of aliens, or pixel-perfect jumps or any flaws in the programming. It's just *hard* – and when you die it's only because you were outwitted by the enemy or were just plain crap: you only ever have yourself to blame.

And that's all you need to know. It's very fast, very playable, very addictive and almost certain to cause you varying amounts of grief, dependant upon how naff you are at killing things.

STEVE

TOTAL!

Name dropping

Dropzone is a product of the fevered imagination of Archer Maclean (right), the man who was also responsible for such classics as International Karate, Jimmy White Snooker, and Archer Maclean Pool.

Dropzone is a tiny game – with less than 10,000 lines of code it fits onto a 32K ROM chip – which helps to keep the price down. Archer is one of the few programmers to strike it big (due also in part to his financial wizardry). He has several cars, including a Ferrari and a Porsche, plus a whopping great house in Warwickshire (which he owns).

DROPZONE

Looks

■ Basic, but it all moves so smoothly. Tiny, well-defined aliens explode really well!

Sounds

■ No in-game music but the arcade-style spot effects are very cleverly used

Gameplay

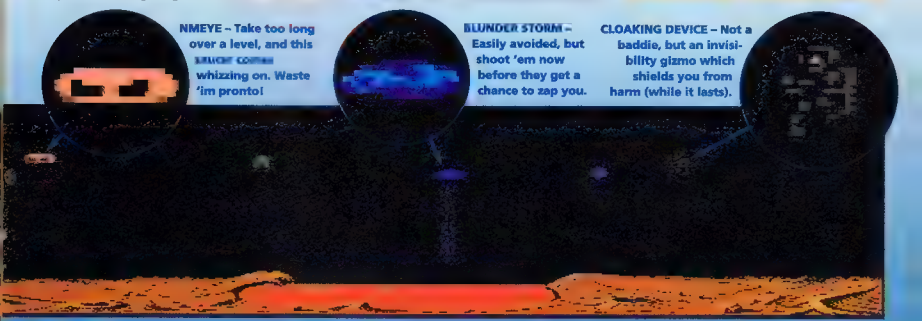
■ Fast and frantic. A real test of reflexes, hand-eye co-ordination and nerve!

Lifespan

■ You'll only play a few games on the trot, but you'll be back time 'n' time again

It won't appeal to everyone, but this blaster has more action than a Gladiators season ticket and moves better than Madonna on skates!

Final rating 90 Percent


NMEYE – Take too long over a level, and this [illegible] whizzing on. Waste 'im pronto!
BLUNDER STORM – Easily avoided, but shoot 'em now before they get a chance to zap you.
CLOAKING DEVICE – Not a baddie, but an invisibility gizmo which shields you from harm (while it lasts).

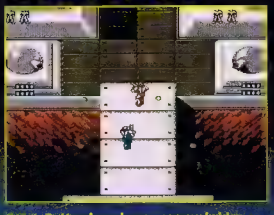
Shoot that gun ahead, before it shoots you. Oh, and look out behind you.
These guns pop up out of the ground. They're not very nice at all.
You can't just duck the bullets from these – you have to jump over them.

PROBOTECTOR

No, no, no, don't shoot straight up like that! They're in front of you – look. Good grief, some killing machine you are.

For NES (1-2 players) **From Konami** **Price £45**

Oh no, the level two boss! It's clearly a Mark II heavily armoured mobile electricity sub-station (currently on test in the Birmingham area, apparently).



Great. Bottomless chasm, narrow bridge, enemy gun emplacements, another sixteen pairs of socks for Christmas... Blinkin' great.

Thank God you don't get spiders like *this* in your bathtub! The level three boss stamps around a lot, but keep pumping him full of plasma and he'll soon fall apart.

TOTAL! TEK-SPEX

Game	Probotector II
Levels	6
Difficulty	Hard
Continues	2
Release date	Out now

Uh, I don't like the look of this.

'Come along, Mr Robot-person, you did volunteer to take on these vicious alien forces, after all.'

Yes, but why isn't this helicopter landing? Why have I got to slide down this rope? Why are you flying away as soon as you've dropped me off?'

'Standard procedure, Mr. Mechanoid. Off you go, then!' (Kick.)

Hmm... Let's head right. Ah. Enemy number one appears straight away. A two-legged mechanical green thing. Bang! – you're dead! That was eas... Clank! (Sound of face plate hitting pavement.) Oh, so they come up from behind as well? Right, we'll be ready next time. Off we go, then. Ooh, let's shoot that oval thing up there. Great, a weapons upgrade. Now your single-shot gun becomes an automatic. Ha! – now those aliens have no chan... Clank! (Sound of titanium torso hitting ground.) Hmm, didn't see that baddie up there. Still, we'll know next time... Clank!

BLASTERS
It looks terrific and moves beautifully. It is incredibly hard, but it's fair too. The action is non-stop

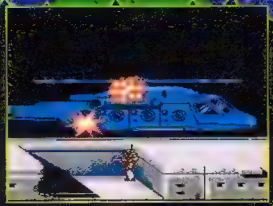
And this is only the first level! The green bipeds are easy to kill, even though they do swarm all over the place. More problematic are the guys who hang from the scenery shooting down at you, as wel as the pop-up gun emplacements, the grenades, the enemies lurking in dug-outs... Plus the sheer weight of numbers you're up against.

And when you do eventually make it to the end of level one you have to face a giant helicopter. When you've taken out its four guns you have to hit the thing in a certain spot about a million times to destroy it, while it disgorges dozens of those two-legged freaks. It's enough to give you nightmares.

The perspective changes dramatically for level two. Now you view the action from above. You're up against all manner of heavy artillery here, but if you keep your head it's all beatable. If anything, level two is slightly easier than level one. In fact, it's

Oh no, giant pop-up mortars! Get in under their fire to shoot them.
Don't be scared of having to go in the water – you can duck under the surface and move from nasty bullets.
Look, never mind the ones behind us, we gotta MOVE! Berk.

-CTOR II



Here's the level one boss. He only goes down after soaking up about 40 million rounds.

probably no more difficult than scaling the north face of the Eiger on a bicycle.

Level three? Ha ha. Ho ho. You're heading through a jungle filled with things that leap out of the trees, things that poke up through the ground, things that come up behind you... Don't ask!

Mind you, it's all a bit easier in two-player mode. The numbers and locations of the baddies are the same, but you've got twice the firepower. The problem is that the screen's so full of bullets, aliens and explosions that it can get hard to work out what's happening. But then, that's the

BLISTERS
Take just one hit and you lose any spanky weapons you may have. Two-player mode takes the sting out

And this is a war, make no mistake. Probotector II is no dweeby, limp-wristed kids' game – it's a mean shoot 'em up. And yet, even though you keep pegging it at the same place every single time you play, you still keep coming back for more!

Maybe it's because Probotector II plays superbly. The controls are easy to learn and really responsive, the collision-detection is spot-on and there are no unavoidable deaths.

Probotector II is a classy game. It's tough as nails, but fair with it. It'll take you ages to finish, but you'll love every

STEVE

TOTAL!

PROBOTECTOR II

Looks
- The sprites are small but they're detailed, and the backgrounds are great

Sounds
- A decent rock soundtrack, but what you mostly hear is things blowing up. Brill!

Gameplay
- It's standard shoot 'em up stuff, but you won't see it done much better than this

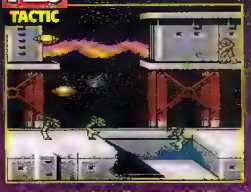
Life span
- Most players will be in the old folks' home before they master this one

Wow, this game is HARD! But it still keeps you coming back for more, time and time again. A superb shoot 'em up – thoroughly recommended
Final rating
91
Percent

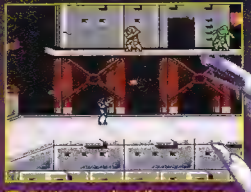
NES Rolling and strolling...

Different parts of the game need different tactics to get through them:

TACTIC 1



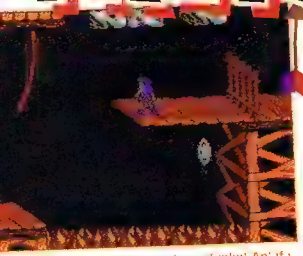
1 Surrounded? Well, even with aliens closing in on both sides, a nifty back-flip can get you out of trouble. You can even manoeuvre in mid-air!



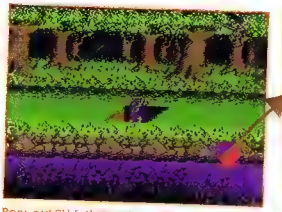
2 Don't worry about those guys on the platforms who shoot down at you. Just keep walking and you'll get them before they get you.

PRINCE VALIANT

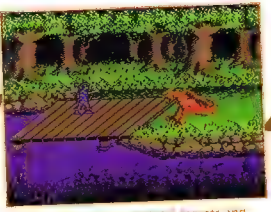
For NES (1 player) **From Ocean** **Price £35**



'My name is Prince, and I am funky.' An' if I fall off this bridge, I'll end up chunky.' Mr Valiant shows off his lack of lyrical skill.



Poor old PV falls for the old 'massive square hole dug in the ground' trick. 'What,' you may be thinking, 'a total plonker.'



Having battled through fatal forests and across demon infested waters, Princey dies at the hands of a small, unrealistic dragon.

Poor Prince Valiant must be a very unpopular bloke. Throughout his adventure he doesn't meet anyone who says 'Morning, Val' or 'Yo! Val-baby, how's it hanging, man?' No, instead he has to fight his way through level after level full of knife-wielding thieves, spear-throwing murd... firi... a... g bats. ...tform ...bit like a sophisticated Pitfall (an ancient computer game). Then, on level two, it turns into a sort of medieval Operation Wolf, only to be replaced by another platform game in level three, except this time it's got puzzle elements thrown in for good measure. And on it goes. All sounds rather jolly, doesn't it?

PRINCES
Variety of game styles keeps your interest up. The graphics are simple, but the animation is nice. Feels like a classic.

Humph! I've run out of arrows. (Oops! And I'm talking all over Andy's wibble!)

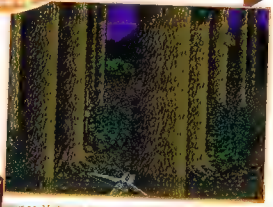
And it is for a while. All the game's rope-swinging and pit-avoiding malarkey really makes it feel like the classic games I used to play when I were a lad.

However, as well as being quite good fun in a nostalgic sort of way, there are also some aspects which make it really annoying. The controls, for example, are a mite awkward, not for any immediately obvious reason, but awkward they are nonetheless. And this makes accurate manoeuvring something of a chore. If the game itself was technically accomplished you'd ignore this problem, but when the game is already a bit primitive anyway, it becomes less acceptable.

WINCES
Really rather primitive in terms of both looks and gameplay. The awkward controls eventually make you go to pieces.

Despite being mildly engaging for a while, Prince Valiant ultimately turns out to be a bit of a disappointment. The plain truth is that it's pretty basic stuff which doesn't really push the NES to its limits in any area. A few years ago this wouldn't have mattered, but in these days of 16-bit wizardry, when the NES has got so much competition, you want at least want something from your eight-bit console which makes you cry: 'Wow, I didn't know they could do that on the NES!' Instead, you'll just be saying: 'Oh look, another one of these.' **ANDY**

TOTAL!



Prince Valiant turns Operation Wolf in the side scrolly shooty section. This bit is, at least, slightly more inventive than normal

PRINCE VALIANT

Looks
■ Some lovely animation, but it doesn't make up for the overall visual crudeness

Sounds
■ A nice medieval soundtrack, and the FX are okay too. Nothing special, though

Gameplay
■ Fairly playable at first, but ultimately it's simplistic and very annoying

Life span
■ If you persevere and break the irritation barrier, you'll probably finish it in days

Initially it feels rather nice to play, but you'll soon get over the quaintness of it all and simply end up feeling disappointed

Final rating
59 Percent

TOTAL! TEK-SPEX

Game	Prince Valiant
Levels	6
Difficulty	Hard
Continues	One
Release date	February

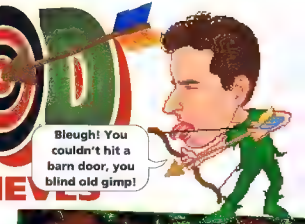
ROBIN HOOD

PRINCE OF THIEVES

For NES (1 player)

From Virgin

Price £40



Typical, isn't it? Off you go to fight in the Crusades for King and country and the next thing you know you're banged up in an Arab clink watching your pal Peter get tortured. Well, that's the scenario in Robin Hood, anyway.

However, your luck starts to turn. It just so happens that there's a sword at the back of your cell, and you can use it to skewer the guard. Oh, and there's also a key in the cell so you can escape. Oh, and in the next cell there's a guy called Azeem who tells you the way out. Oh, and he's hidden another key...

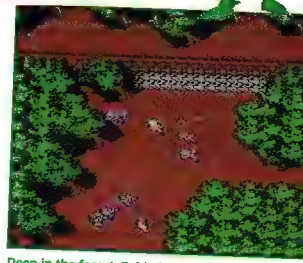
But what's this? A muscle bound guard with a hatchet blocking your path! A quick duel – thrust, parry, thrust parry, that kind of thing – and he's dead. You can now go down the secret passageway to the catacombs. Escape from these and...

... It's ten months later and we've arrived in good old Blighty (think we took a bit of a short-cut with the plot there). Now you're back in Sherwood Forest, and it's time to go hunting the evil Sheriff, who's been up to all sorts of anti-social things while you were on your hols... Er, Crusades.

Your next job is to bumble about the forest slashing old Notty's henchmen, collecting arrows, eating food, making pals and trying not to get killed.

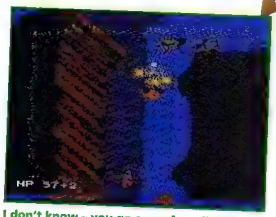
Robin finally reaches his pa's castle, only to find that the old man has been strung up by the portcullis (ouch!) and Duncan, his faithful servant, has had his eyes poked out. Ulp. This is starting to get a bit unpleasant. *Anyway*, to cut a long story short, Robin has to rescue Maid Marion, defeat the Sheriff of Nottingham, find Duncan a damned good optician and live happily ever after.

Robin Hood – Prince Of Thieves is quite entertaining, if a bit humourless. The scenery is nice, but the sprites are prone to flicker and there's some very dodgy gameplay (like being able to fight a prison guard on the other side of a locked door!). It looks like it's going to be a deep RPG, but it's really an arcade-style collect 'em up. And there's no shortage of better ones on the NES. **JAMES**



Deep in the forest, Robin happens upon a group of aimless rebels calling themselves Merry Men. 'Now there's an idea,' he thinks.

Robin gets on the wrong side of the prison guard when, disappointed with the evening meal, he throws a tantrum on the table.



I don't know – you go away for a little Crusade and when you come back Prince John's put down some awful carpet. Tsk!

Wah! What can I say that's funny about this one? Er, it's all Greek to me? Um... How much does a Grecian urn? No, I give up.

ROBIN HOOD

Looks

■ It's all quite pretty, but there are far too many flickers and graphical glitches

Sounds

■ In-game tunes and sound effects are okay, but they're not exactly great

Gameplay

■ Fancy dialogue boxes and icons disguise a rather routine explore 'em up

Life span

■ It'll hold your interest longer than the film did, but not much longer

Looks at first like a complex RPG, but is in fact an arcade explore 'em up with some minor puzzles and some major sprite flicker. Distinctly average

Final rating 63 Percent

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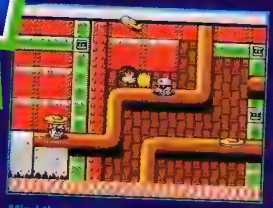
HAMMERIN' HARRY

For NES (1 player)
From Irem
Price £39

Three ladder-climbing robot marauders – there's no chance at all against Harry with a weapon as big as that.



Mind those manhole covers! It's bad enough crashing through horrid scenery without actually hitting Gyno... Gyno...

Tum-te-tum-te-tum... Ah, there's nothing like a nice stroll down the street to fetch the morning paper, is there? Oh, who's this coming? Hmm, a rough-looking young fellow in a skateboarding outfit. *SMAK!* – right between the eyes with your 5lb sledgehammer! *Tum-te-tum-te-tum...* Aha, a chap coming out of a restaurant. *BAM!* – a hefty swipe to the left ear sorts him out. *Tum-te-tum-te-tum...* 'Morning, Mr. Telephone Engineer.' *BOOF!* A well-judged hammer-blow to the hooter sends *him* flying. *Tum-te-tum-te-tum...*

This Hammerin' Harry bloke is a bit of a menace to society, to put it frankly. In any civilised country the rozzers would have turned up by now and carted him off to the nick pretty sharpish for being a totally mad, psychotic loonie. But this isn't a civilised country. You see, the 'Rusty Nailers', a vicious gang of, er, gangsters, have turned the city into a den of vice, and this Harry fellah is apparently the only one who can put things right.

Luckily, Harry is armed with this monster mallet, which he can use to swipe his enemies with. And pretty effective it is too. You can't swap it for any other woodworking implements, but you can get power-ups which increase its destructive power still further.

Hammerin' Harry follows an age-old game format – it's a left-to-right sideways scroller with a few platforms thrown in for good measure and some big but distinctly blousy end-of-level bosses. Hammer them into oblivion and you can treat yourself to a short bonus stage.

And that's about all there is to the game, really. Hammerin' Harry is nice to look at, easy to play and pretty good fun in small doses. The BIG problem with it, though, is that it's just far too easy. You'll finish it before too long, and once you've done that there's nothing to make you particularly want to play it again.

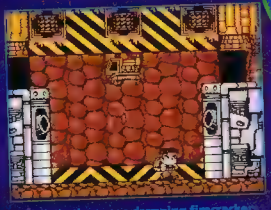
CHRIS TOTAL!

NAILS
Good-looking graphics. Simple but addictive gameplay. Restart points keep you going.

WAILS
Frustrating until you crack it – and then it's too easy. Too little game here for your money.

TOTAL! TEK-SPEX

Game	Hammering Harry
Levels	4–
Difficulty	Easy
Continues	Infinite
Release date	Out now



Flying earthmovers dropping firecracker whatever sort of bizarre stuff it is in the

You smack those gulls with your hammer if you like, but they'll keep pecking till

HAMMERIN' HARRY

Looks
■ Big, bold sprites, cartoony backgrounds, and some nicely animated characters

Sounds
■ Don't you just *love* those jolly soundtracks... Well, no. Turn it off, turn it *off!*

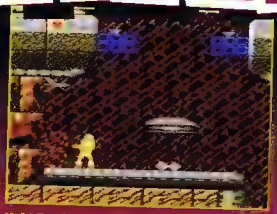
Gameplay
■ Everyone loves scrolly platformy games, so Harry can't go too far wrong

Life span
■ Only dweeboids with fingers like a bunch of sausages could fail to finish this

Hammerin' Harry doesn't exactly push back the frontiers of gaming. It look good and plays well, but it's much too easy and won't last very long
Final rating
58
Percent

TURRICAN

On the left we have three bats about to make straight for Turrican's bonce, and on the right a huge smart bomb. Eyeee, bats.



Ugh! Turrican's gone a funny colour. I told him he should have avoided that lobster bisque pâté with aubergine mayonnaise.

Turrican is 'blessed' with the rather unique (if a little crap) ability to turn into a gyroscope and go safely across any nasty bits.

For NES (1 player) | **From Imagineer** | **Price £42**

Turrican's a bit of an old fogey now. It first saw the light of day on the Amiga two years ago and has been doing the rounds on other machines ever since. As a game it's nothing new – loads and loads of platforms, lots of marauding nasties, a good variety of power-ups, and two well 'ard weapons built into the robot suit which you start the game off with.

TURRICANS
Loads of different power-ups to collect and the freedom to explore add variety to the game

Apart from the standard blasting formula, the first thing you notice about Turrican is how big it is. The levels are huge and, unlike other platform blasters, you get the choice of more than one route through the thing – there are lots of little caves and other bits to be explored, as well as bonuses to sidetrack you.

Turrican's controls for jumping, shooting and using your different weapons are easy, and the basic gameplay is good, but it's let down by a few niggly mistakes. In most games, if you take one hit you die. However, in Turrican you've got an energy bar that slowly goes down with each hit you take, and without staring constantly at the energy meter it's impossible to guess how close to death you are. So you'll be trotting along though a level thinking you're doing really well and suddenly, VOOM! – back to the start of the level. Yep, no restart points either, folks, and with levels as big as these that's very annoying.

WORRYCANS
The levels are a bit big and boring – in fact, none of the game really feels very exciting. No restarts

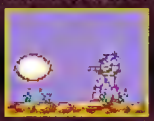
The other problem with Turrican is that it's a little on the boring side. Now, we're not talking Marks And Spencer zip-front cardigans here, but it is definitely a bit dull. The levels may be big but they're very repetitive and you only get a few baddies on

Up the gunners – it's Turrican's arsenal!

Turrican's so hard he's got more guns than, erm, somebody who's only got four guns...

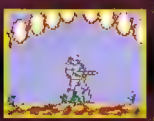
The spray gun is the best thing for general mayhem-making.

Hold down fire and this fabbo directable lightning flash appears.



Don't touch the huge blobby laser gun – it's a right pile of old cack.

Don't fancy yours much – this is the nobby laser you start with.



Turry can fire a flash of lightning to wipe out everyone around.

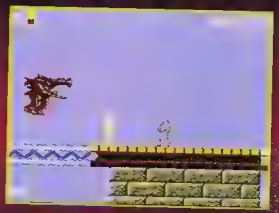
It's the Grand Turri-canyon!

The levels in Turrican are HUGE – here's just a tiny segment of the first level...

There's no real way to avoid the meteorites, so just peg it as fast as you can.

Spikes are nasty. Really nasty. Miss your footing here and voilà you end up with Turrican kebabs.

This massive tower that Turrican's perching on doesn't do anything in the game. Shame, eh?



Somewhere in the middle of level two, Turrican faces the dreaded big red nasty, who's such a softie he buys it after one hit.

Arriving at the alien base, Turrican stays for a while and admires the Thargs' tasteful green flock wallpaper.

each one. The novelty of making detours to exploring extra caves and rooms wears off when you realise that there are only a couple of bonuses down there and they're not worth the hassle. So you end up simply hacking through each level by the shortest possible route.

Turrican ain't bad but it's no Probotector 2 – just flick to page 48 to see what an NES platform blaster can do. If you really like the Turrican games this is a good version – it plays just like the original but comes with all its warts intact too.

CHRIS

TOTAL!

TOTAL! TEK-S...

Game...	Turrican
Levels	7
Difficulty	Average
Continues	3
Release date	Out now

TURRICAN

Looks

■ The levels are big but fairly empty. What is there is nice, though

Sounds

■ The gun effects ain't great and the music isn't too stunning either

Gameplay

■ Platforms, guns, nasties – the same old stuff, only a tad more boring than usual

Life span

■ It's dull, but big levels, no restarts and only three continues will keep you going

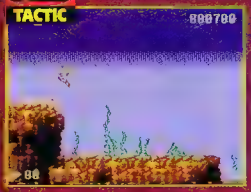
A very average platform blasting game. It's not bad for the occasional zapping sesh but is too big and sprawling to be a real winner

Final rating

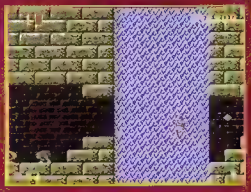
77 Percent

NES Shhhh... It's a secret!

This game's full of hidden goodies. Just like these ones:



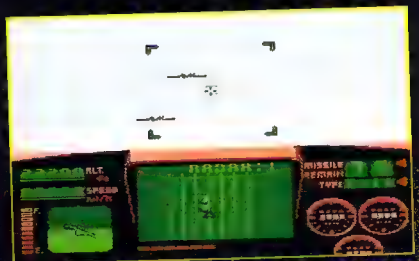
From the start of the first level, go left and up all the cliffs. When you reach the end, jump up and five gems appear.



Still on the first level, jump down the second waterfall and move right as you fall to find a couple of hidden caverns.

NES ROUND-UP

Well, there's no accounting for taste. Even if these NES games are a bit lacking in the playability department, they may do something for you.



Hmm... Either I'm above the clouds or I'm flying incredibly low over Antarctica. Anyway, I'm ready to rip and have two bogeys on my radar (*how can you tell when the screen's green? – Steve*).

TOP GUN

For NES
From Konami
Price £45

Wahay! Top Gun – this is the biz. If I play it long enough maybe Vicky will mistake me for Tom Cruise (her heart-throb) and give me a quick smooch. THWACKK! Ow, sorry Vicky.

Top Gun's an old game but we've never reviewed it so we thought we'd take a quick shufty. It's a combat flight game, but don't expect a techy simulator with flaps and multiple bogeys – it's really quite simplistic. Once you're up in the air the enemy aircraft swoop by you and all you have to do is twiddle the controls a little to get them into the gunsight. Later missions involve blowing up enemy aircraft carriers, fortresses and satellite bases but they all play the same. You don't really control where you're flying – you only shift about a bit making sure your shots are on target. Refuelling and landing bits add some variety.

While Top Gun's a fun blast, it hasn't got any lasting pull. If you're after a proper flight sim there's nothing here for you. **STEVE**

Once you've wasted a squadron of enemy fighters, you can go and crash into the carrier.

TOP GUN

Looks
- Lots of clouds and some fast moving fighters but little sensation of flight

Sounds
- There are some swishy wind effects and a few decent gunfire sounds

Gameplay
- It's a fun little shoot 'em up but it's no flight sim and it's all too simple

Life span
- There are only four missions so I don't reckon it'll last that long

Final rating 69 Percent

Nothing about tales or spinning, really. This latest Disney game from Capcom is about Baloo flying a plane. And it's ruddy awful!

TALESPIN

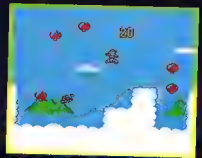
For NES
From Capcom
Price £45

Talespin is the latest in a long line of Disney cartoons (and games) that update Walt's original characters. Chip 'n' Dale and Duck Tales were both great cartoons and made pretty good NES games. Talespin's not a bad 'toon either, so is it going to be a great game too?

Sadly, no. You'd think a game based on Baloo's flying circus would be good, but all we've got here is a very slow-moving and unfairly tough shoot 'em up.

As you'd expect from a Disney game, the graphics are very cute 'n' colourful. Unfortunately, the gameplay just doesn't match up to it. Baloo's plane moves far too slowly and it's impossible to dodge most of the bad guys and their bullets.

There are power-ups to speed your gun up, but it doesn't make much difference – it's all still fiddly and frustrating. Too many unfair deaths and a rubbishy plane make Talespin a real let-down, as it could have been a scorcher. **CHRIS**



It's the strange croissant-riding duck bonus section. Crazy, man.

TALESPIN

Looks
- Lovely-looking levels and characters straight out of cartoon-land

Sounds
- Excellent tunes for every screen and level. Good spot effects too

Gameplay
- Doesn't come close to the presentation. Annoying and not fun enough

Life span
- With a couple of continues and pretty later levels you'll probably keep going

Final rating 59 Percent

PAPERBOY 2

For NES
From Mindscape
Price £40

Hey, I'll tell you what. If anyone's thinking about getting this game, just give the cash you would have spent to me instead. I'll rent you my rusty bike, give you a sackful of old TOTALs and send you off to Mr McNobby's house to face his killer Jack Russell, Widger, and his collection of mantraps cunningly disguised as letterboxes.

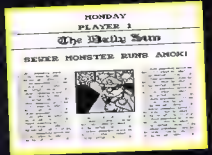
Okay, so maybe I'm being a bit harsh on the game – Paperboy 2 isn't as bad as doing a real paper round, but it sure comes in a close second. The whole game is seen from a perspective which is so terrible that you can't tell what the hell is going on, and as if that wasn't enough, your paperboy is a pretty uncontrollable twonk as well.

Basically, you have to BMX your way along different roads, throwing papers into mailboxes and dodging all the nasties that the street can chuck at you. You have to avoid lawnmowers, mad dogs, binmen, and even fire-spitting gargoyles outside the haunted house.

It's really is all very average stuff, and although I can't put my finger on what precisely is wrong with it, what I do know is that Paperboy 2 is no fun at all. **STEVE**

What on earth is that big pink car doing to that man? Looks a bit suspect to me – just ignore it and ride past as quick as you can.

Look, maybe if you concentrated on your paper round, you might not wobble all over the place.



The intro screen from a much more interesting game.

PAPERBOY 2

Looks
The street looks okay, but there are only a few enemies and they're rubbish

Sounds
The worst collection of notes pretending to be a tune I've ever heard

Gameplay
The basic idea is no fun, and poor programming hasn't helped it at all

Life span
There aren't many streets to deliver to – it's all very samey

Final rating 50 Percent

DOUBLE DRAGON II The Revenge

For NES
From Acclaim
Price £40

You'll know just why this is called The Revenge after your first game. You'll want to rush down to the shop where you bought it and take revenge on the nasty so-and-so who sold it to you. It really is dull – so dull that we've only just got round to reviewing it. Don't be fooled by the martial arts theme – this game is no Street Fighter 2. It's not even a Street. In fact, it's not even a Str or a St... *(All right, Chris – Steve.)*

The game is based on an old coin-op and it still has the same features – walk across the screen having fights with the odd bad guy then go on to the next bit. Despite a big baddie at the end of each level, and the odd thing to pick up, it's very repetitive.

The game looks okay, but without gameplay to back it up not even the most punch-drunk beat 'em up fan would enjoy this. **CHRIS**

With a quick blast of his Reverso-Grav gun, Billy Lee foils yet another attacker.

Erm... With a blast of his, um, er... No, sorry. I've lost it. It's Double Dragon and it's dull.

DOUBLE DRAGON II

Looks
Nice enough backgrounds, and the odd impressive backdrop, but that's it

Sounds
Average noises for the punches and some incredibly cheesy music

Gameplay
Dull fighting stuff where all you have to do is push one button a lot to win

Life span
There are nine levels to get through but they're all as bad as each other

Final rating 43 Percent

RAD GRAVITY

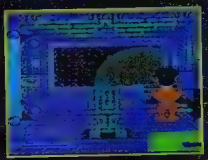
For NES
From Activision
Price £35

Here's another oldie that we haven't looked at before. Rad Gravity is a space adventurer on a mission to re-unite the nine planets of the, er, United Planets. Our man Rad has to travel across the cosmos, battle through platform levels (sometimes upside-down) full of evil monsters, find teleport stations, pick up weapons and locate the three 'Unification Compuminds' to fulfil his quest.

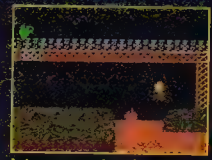
At first play, Rad Gravity looks rather nob – the platform action is pretty standard stuff. But stick with it and you soon become submerged in a vast adventure featuring big, varied levels, lots of strange places to visit and a passcode save game for when tea-time interrupts.

The mission is also interrupted by other sub-missions (like rescuing your ship's computer!) and you never really know what's coming up next.

Rad Gravity is no classic, but there are plenty of worse NES titles to blow your wad on. **STEVE**



Rad plans his next move from the comfort of his space ship. Hey, like crazy chair, man...



Later on, some bearded blokes nick Rad's computer, so he gives chase across a lava landscape.

RAD GRAVITY

Looks
A bit drab, but the backgrounds get better as you move through the game

Sounds
Music is horribly reminiscent of Dynatron City: i.e. crap. FX are better

Gameplay
Intriguing platformer with heaps of variety and a large dose of weirdness

Life span
Good difficulty curve, passcodes and the promise of interesting stuff to come

Final rating 74 Percent

So you thought you'd destroyed the Bydo Empire, did you? Yeah, me too. Well, apparently not, cos the squelchy slime bags are back to cause more trouble for the Terran fleet. Er... Which is you. Again.

There's not much to say about R-Type II except that it's just like R-Type I, with new graphics and an extra difficulty level. If you've finished that game (or have SNES Super R-Type) you won't find much to interest you here, so you may as well turn the page .

Still with me? Well, for everyone who's been in suspended animation since the ice age, R Type II is the archetypal shoot 'em up – power-ups, right-to-left scrolling, alien creatures, weird scenery, and end-of level bosses. In short, everything you've come to expect from a shooter It does have a few innovations, such as the 'hold down the fire button to

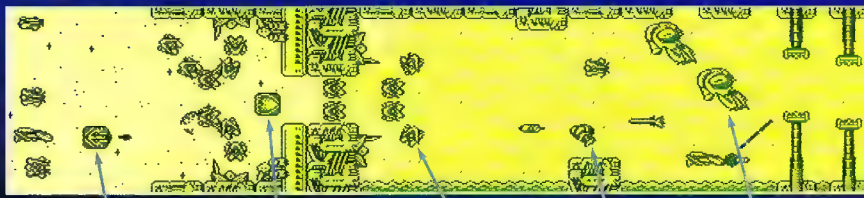
BOSSES
Very smart version of R-Type II, with brill graphics and earfuls of action. Restart points and continues ensure good progress when you first play

R-TYPE II

For Game Boy (1 player) **From** Irem **Price** £25 (only available from Woolworths)

Sequel shootin' – kicking Bydo butt on level 1

Strap yourselves in for a guided tour of the first level of R-Type II...


One of the many icons you can collect to boost your power. This one's lasers (I think).
And this one's 'go faster'. Yes, I'm sure of this one.
Watch out, cos loads of aliens come spawning out of the scenery just about here.
Shoot mister podule here for more power-uppiness.
Beware of these missile firers that leap up out of the water

Another alien-spewer and a few ceiling-mounted turrets. Nothing too deadly.
Erm sorry, but there's not much going on here. Still, I'm fully armed and ready for anything
These domes release missile launchers. Sadly, I've destroyed most of the launchers and both domes. Sorry.
Power up your laser, ready to waste this nasty bloke here.

build up an extra-large laser beam', but you won't be awe struck at the range of new ideas.

Technically, R-Type II is even more impressive than the original, with parallax scrolling, big sprites and oodles of baddies. However, the gameplay is showing its age now. The power-ups aren't as potent as, say, Nemesis II, and one alien bullet can still reduce your R-9 from death-dealing battlecruiser to Citroën 2CV with 'Save The Alien' window sticker

LOSSES
'Easy' level is almost a scenic tour through the game – only the 'hard' level poses any challenge at all. Just five levels to battle through

But the worst thing about R-Type II is that it's not very challenging: the levels are more a test of memory than reflexes. I breezed the whole game on 'easy' level, and nearly did the same on 'normal'. With infinite continues (and patience) you'll soon do the same to 'hard' level too. If you're a die-hard blasting freak you'll get a kick out of R-Type II... Er, but not for very long.

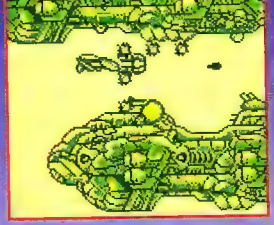
STEVE

TOTAL!

TOTAL! TEK-SPEX

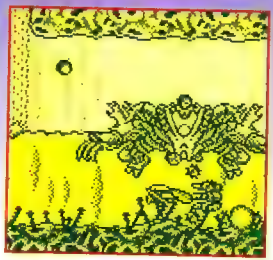
Game	R-Type II
Levels	5
Difficulty	3 levels
Continues	Infinite
Release date	Out now

See that big dome thing on top – that's what you're supposed to shoot. Oh good

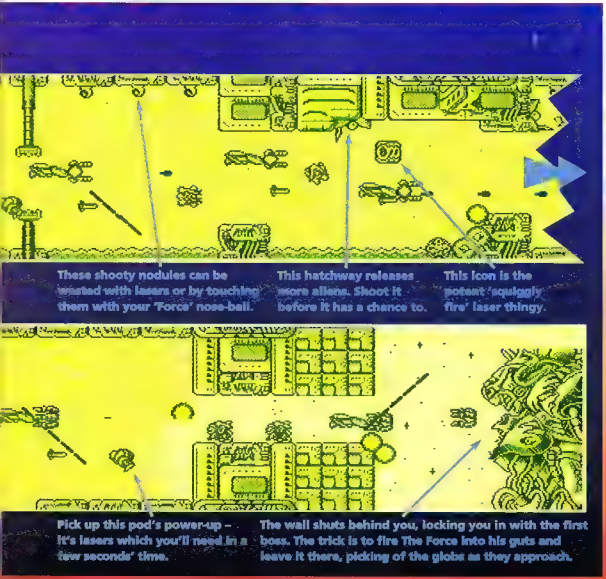


So, those two enormous battlecruisers are mine, are they? Ah... The tiny one. I see...

Erm, one of the newer power-ups on your R-9 ship is the Pulley System Of Doom.



Top Tip # 1: Don't fly into this big swimmy monster and try not get hit by its bullets.



These shooty nodules can be wasted with lasers or by touching them with your 'Force' nose-ball.

This hatchway releases more aliens. Shoot it before it has a chance to.

This icon is the potent 'squiggly fire' laser thingy.

Pick up this pod's power-up – it's lasers which you'll need in a few seconds' time.

The wall shuts behind you, locking you in with the first boss. The trick is to fire The Force into his guts and leave it there, picking of the globs as they approach.

PAYOFF

Looks
■ Loads of variety, detailed scenery and some great background effects

Sounds
■ For once, some meaty battle-style themes instead of stupidly jolly ones

Gameplay
■ Solid alien-shooting action, but more a test of memory than arcade reaction skills

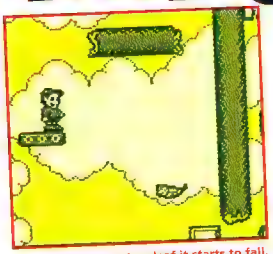
Life span
■ Even on the 'hard' level, patience and infinite continues seal the game's fate

Better than the first game, but fails on lastability thanks to infinite continues and a distinct lack of challenge. Needs some new ideas now

Final rating 68 Percent

McDONALDLAND

For Game Boy (1 player) **From Ocean** **Price £25**



When you jump onto a leaf it starts to fall, so you have to jump as soon as you land.

McDonalds' food isn't really my bag of fries, have to admit – mainly because whether I get a Big Mac, a Hamburger or an Apple Pie, I always seem to get those disgusting gherkin things which I can't stand in it. (Okay, maybe I was lying about the Apple Pie, but you know what I mean.) And I have nightmares about Ronald McDonald.

However, it doesn't make an awful lot of difference if you're a fan of McDonalds food or not, because instead of going for spotty adolescents and gameplay from the ancient coin-op Burger Time, McDonaldland is basically a platform game with Mario-style gameplay.

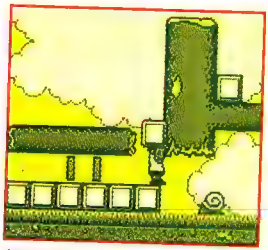
Blocks can be picked up and thrown, moving platforms can be traversed, springboards can be jumped on – all that kind of stuff. Yes, this game screams 'I want to be Mario!' as loudly as possible. However, the unoriginal nature of the game doesn't necessarily make it a bad purchase.

BIG MACS

BIG CACKS

The lack of continues and the intermittently frustrating gameplay might make you think twice, though. Next to something like Gargoyle's Quest this game is all a bit, well, average. The aim of the game, which consists of helping Ronald to find his magic bag, isn't exactly stimulating.

Now, if this had been a beat 'em up in which you got the chance to lay into Mr R. McDonald instead, that would have been far more satisfying. As it is, it doesn't really cut the mustard **CHRIS**



Pick up a block and you get to mercilessly crush innocent cute things, like this snail.

Well, I was going to say that this game had no heart, but obviously I was wrong.

TOTAL! TEK-SPEX

Game	McDonaldland
Levels	4
Difficulty	Average
Continues	None
Release date	Out now

And the special guest star, all the way from Super Mario Bros 3, is this map screen.

McDONALDLAND

Looks
Bland graphics and okay scrolling, but it all looks very familiar

Sounds
Annoying tunes that simply must be turned off, if only to save your sanity

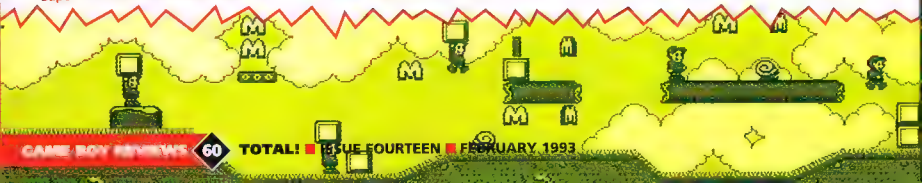
Gameplay
Well, it's Mario, isn't it? That is, without the finesse and depth of the Mario games

Life span
If you've got the patience, it's got mileage. No continues, though

Despite the McDonalds connection, this is fun in its own little way. Frustrating in the long run, though, and desperately unoriginal

Final rating

66 Percent



JOE 'N' MAC

For Game Boy (1 player) **From Elite** **Price £25**

Okay, hold everything! I've played the living daylights out of this game and I haven't seen hide nor hair of Joe's chum, Mac. Yup, there's a definite lack of Macness here.

Still, never mind. Welcome back to Joe 'n' Mac, now in glorious mono vision. Anyone who's read reviews of this game on the SNES and NES will know that it's a walk 'n' scroll platformer in which you have to duff up dinosaurs. Joe's armed with an assortment of prehistoric weapons, including clubs, boomerangs, and stone objects, and has to head from left to right, bashing various cavemen and dinosaurs. At the end of each level there's a battle of the energy bars when something big and 'orrible charges onto the screen. These guardians are incredibly tough to beat at first, but after a few attempts you'll to work out how to do it.

Joe 'n' Mac has plenty going on all the time (the best tactic is to go slow – bolting along only brings nasties onto the screen faster than you can kill them). Sadly, the collision detection leaves a lot to be desired, and some of the backgrounds successfully camouflage Joe. The animation, however is brill. And, although the game feels awkward to start with, once you get into it you'll find one heck of a challenge.

JAMES

JOES
It's tough enough to last a fair while. There's always plenty going on to keep you occupied. Very nice animation

NO-NOS
The collision detection is pretty bad. The only way to get through the game is to take it easy, which can get boring

Joe floats off to meet his maker after tangling with a giant sabre-toothed radish

It's the Dave Lee Travis lookalikes. Watch out for the one circling on his Suzuki GS-250

TOTAL! TEK-SPEX

Game	Joe 'n' Mac
Levels	12
Difficulty	Tough
Continues	None
Release date	April

JOE 'N' MAC

Looks ■■■■■■■■■■

■ An all-round good-looker. The backgrounds can get confusing, though

Sounds ■■■■■■■■■■

■ A bearable soundtrack, and some atmospheric roars and screeches

Gameplay ■■■■■■■■■■

■ Although it's nice and tough, the collision detection lets it down

Life span ■■■■■■■■■■

■ The end-of-level guardians certainly won't take it lying down. They're tough!

Do you want a game with good, old-fashioned, raw challenge in it? Then try this little monster. It's a bit clumsy, but it'll keep you going for ages

Final rating 75 Percent

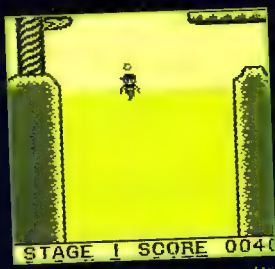
GB TACTIC

You're history... Literally!

Here's the first end-of-level guardian. This guy, like the rest of the guardians, is beatable when you know how.

Shock horror! An enormous T-Rex thingy with a giant stone pea stuck in his teeth. Should Joe simply offer him a toothpick, or...

... Clobber the living daylights out of him? We went for the second option. Just stand about here, then jump and throw, and he'll soon be extinct.



(Hold on... What the hell is this supposed to be!? A bee in a river? Andy, you've taken the wrong pictures, you berk – Steve.)

(Oh, I see. It's that Max chappie. He's a bit small, innee? Ah, but with a gun that small how can he fire bullets that big? – Steve.)

(And another thing, what the 'eck...) Look, shut up and let me get on with the captions! – Andy.

That's better. Here's Max about to collect a huge, erm... (See! You don't know either! – Steve.)

MAX

For NES (1 player) **From Infogrames** **Price £25**

Max. Yet another tale of an ordinary hero trying to save the world, if not the universe, from hideous evil. The Max in question is a diddly little bloke who fortunately has the aid of a whopping great suit of armour to waddle about in. Plus a gun and a grappling hook. (No wonder he's a blimmin' hero with all that gear.)

There are six worlds for you to conquer in the game (although they only seem to differ in the baddy graphics department). Walking along, you shoot at the aliens (or, in some cases, the immensely cute bunny rabbits), use the grappling hook contraption to hoist yourself onto platforms, jump a bit and collect various power-ups. Take a few hits and you lose the armour, leaving you naked – well, scantily clad anyway – and highly likely to die.

Such an advanced plotline obviously requires some getting used to. Oh all right, I'm lying. Max is all very average, and I'm sure you've seen it all before. The graphics aren't what you'd call lush and neither is the sound. It's yet another game that's fairly playable for 20 minutes or so but has few features to bring you rushing back to your Game Boy after a prolonged absence. (You do get to shoot the rabbits, though, so it's not all bad.)

ANDY

HOOKS
The grappling hook is a good idea and is fun to get to grips (!) with. Some of the aliens are pretty imaginative, too

CROOKS
The graphics are disappointing. The game-play's been done so many times before, and often much better

(Right – it's my turn for the caption! – Steve.) **No it isn't! Bog off and do Bugs Bunny 2, you gimp! *(I've finished mine already. Nyerrr!)***

TOTAL! TEK-SPEX

Game	Max
Levels	6
Difficulty	Average
Continues	3
Release date	Out now

MAX

Looks
- The graphics are simplistic – they look like they were painted by a five-year-old

Sounds
- Sort of a mixture of every other Game Boy tune you've ever heard

Gameplay
- Basic platform shooter, with nothing much new. Control is a tad awkward

Life span
- 24 hideously difficult levels. A massive challenge, and passwords keep it alive

Average platformy thing with some shooting and grappling added. Not going to set the world on fire – which is quite a relief, really

Final rating

57 Percent

BUGS BUNNY

CRAZY CASTLE 2

For Game Boy (1 player)
From Kemco/Seika
Price £28

Remember the first Bugs Bunny game, reviewed in issue 1 of TOTAL? It scored a pretty useless 43% on account of having 80 levels which were all almost exactly the same. For this sequel, Kemco/Seika have kept the same platform formula as before, but now there are, er, 28 levels.

But wait! From this seemingly hopeless start, Bugs Bunny 2 actually comes bouncing back in a totally dramatic and impressive way. This is a far better game than the first one – instead of just having to collect a load of carrots to finish the level, you now have to get eight keys and find an exit. Okay, so it's not *that* different, but the new obstacles make it a much trickier proposition than before.

As well as having load of Looney Toons characters milling around, the game requires you to negotiate landscapes containing blockages which can only be passed by collecting certain implements (like a big hammer to smash stone blocks with, for example). There are teleports which warp you around the place, rope bridges from which you can dangle acrobatically from, and precarious pyramids which you have to think – as well as smash – your way through.

EARS

TEARS

The graphics are much better than before, too, with a real creepy-castle atmosphere, and if all the extra detail makes everything go a bit jerky when there's a lot of characters all moving on the screen at once, well, who cares? Not me.

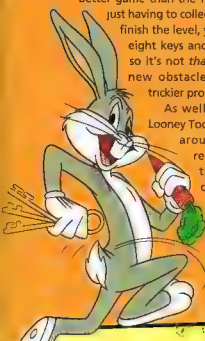
Each level in Bugs Bunny 2 gives you a sense of achievement when you complete it (as well as a password so you don't have to do it again). By the time you reach the last one (which is going to take you quite a while – these levels are no pushover) you actually feel you've accomplished something.

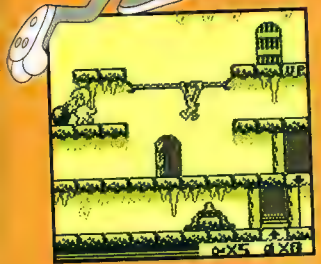
Compare that to Bugs Bunny 1, where it was more of a straightforward endurance test, and you'll begin to see why this game is so much more satisfying to play than its predecessor. **STEVE**

TOTAL!

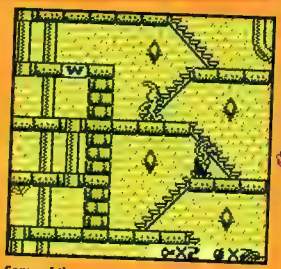
TOTAL! TEK-SPEX

Game	Bugs Bunny 2
Levels	28
Difficulty	Hard
Continues	Passcodes
Release date	Out now





It's a rabbit doing the monkey swing! Just what's on the left hand platform I have no idea. Some mutant Toon or other, I s'pose...



Some of the more devilish hazards are these sloping, altitude-altering devices, covered in ledges. (*They're stairs! – Chris.*)

Bugs has found one of the keys he needs to escape from this level. Unfortunately, it's four feet long and weighs 200 kilos.

BUGS BUNNY

Looks
■ Cute, identifiable characters and neat backdrops make this a bit of a visual treat

Sounds
■ Nifty tunes with a nice echoey quality really add to the atmosphere

Gameplay
■ Much the same formula as before, but with more to do it's lots more fun

Life span
■ Tougher than previously, but with fewer screens you'll clean it up eventually

A big leap forward – this is an entertaining platform romp that's great for younger players but not too easy if you're a bit more wrinkly

Final rating 80 Percent

On Sale December 3rd 1992

TOTAL! Special 1993

- Super NES
- Game Boy
- NES

100% FOR PLAYERS OF NINTENDO

Right, team – I want all of YOU to tell all of THEM why they should get a copy of the 1993 TOTAL Special!
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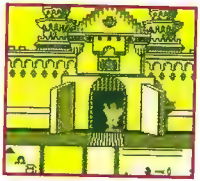
PRINCE VALIANT

For Game Boy (1-2 players) **From Ocean** **Price £30**

Prince Valiant has happened upon a castle. However, a wizard is barring his way...



... One duffing later the wiz is no more, so Pee-Vee enters the castle to replenish his energy.

Meanwhile, the poncy Paladin recites poetry at some trees. Pah! What an utter Sega owner.

SMELLS Not enough depth for the really hard role-playing types – nor anyone else, for that matter

Role-playing games are two-a-penny these days – even though you don't get much change from £30 – and Prince Valiant is yet another one. However, it's a sort of RPG for people who hate RPGs, as you don't have to write anything down, draw maps or hold anything in your head besides the abstract desire to kill, maim and defeat the enemy in the pursuit of victory.

SPELLS Easy to get into. Even though it's an RPG it's not too cerebral – anyone can win with a bit of effort

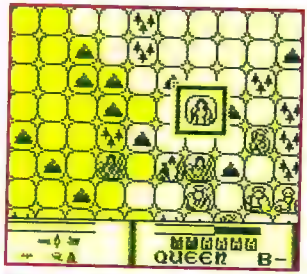
The aim of the game is simple: you command the army of either Light or Dark, represented by seven players. You try to capture as many castles as possible or destroy all the opposing army, and you have to wander around the map collecting character attributes and spells for your characters to use in battle. Which spell you collect or use decides how well you do. Use no spells and you die. Use the wrong spells and you die. Use the right ones and you'll slaughter anyone in your path. Some spells make your weapons follow the enemies around, some make you invincible, some make you invisible. Know your spells is the message here.

The main problem with the game is that winning is too easy by half – especially when playing against the computer. However, there is a difficulty setting, and the size of the world, the intelligence of the computer and the amount of territory Light and Dark begin with are all adjustable, so you can make the games more challenging by turning everything up full. And even more fun can be had if you can rope your family or friends into playing – courtesy of Game Link. Even if you didn't think you liked RPGs, you may find yourself hacking into this.

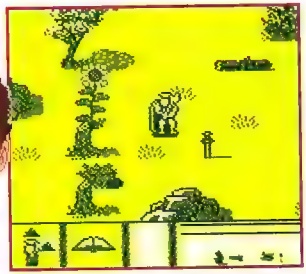
CHRIS

TOTAL! TEK-SPEX

Game	Prince Valiant
Levels	Three worlds
Difficulty	Selectable
Continues	None
Release date	Out now



This here's the map screen showing the game world. Depending on which game you play, this map is either big – or utterly massively huge.



Collect this sword to increase the amount of damage inflicted on other characters. Heh!

PRINCE VALIANT

Looks
■ Usual RPG-style overhead view. Slightly nobby characters, but they do the job

Sounds
■ Painful in-game soundtrack and coarse spot FX. Not one for earphones

Gameplay
■ Absorbing once you've sussed out the stategy and can use the spells properly

Life span
■ Grows on you. Good for rainy days, but wouldn't keep you in on a sunny one

An unusual role-playing bash 'em up which is absorbing and playable. However, it really only comes into its own as a link-up head-to-head

Final rating 71 Percent

LEMMINGS

For Game Boy (1 player) **From Ocean** **Price £30**

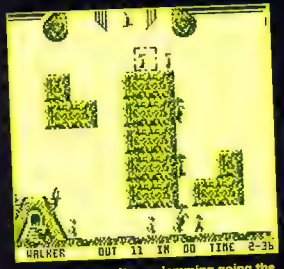
Okay, you lot, listen carefully. There is a phenomenon in video games called Lemmings. Cute little creatures are committing suicide on just about every machine you can think off. Well, all you GBers, you can put away those shoot 'em ups and throw Tetris at a brick wall, cos now Lemmings is coming to the Game Boy as well – get ready for one of the most addictive games you'll ever play.

Just in case you've spent the last couple of years living in the Australian outback and haven't heard of Lemmings (even then it's pretty unlikely) here's what it's all about. You have to save the lemmings (small furry rodents) from marching happily to their death by giving them various special talents

FURRIES Perfect difficulty curve. The puzzles are so intense that you won't want to put the game down (late nights ahead!)

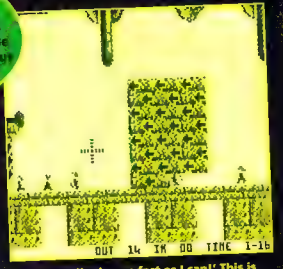
to overcome the obstacles in their way – like building a bridge over a chasm, for example.

So why would you want to save these little brats, anyway? Why, to get to the next devious level, of course. The difficulty curve of this cart is perfect in that the levels start out dead easy, but after a few hours you'll find yourself tussling with



An acid bath awaits any lemming going the wrong way here (although by now you'll wonder if the blighters are worth saving).

Lemmings are lazy gits, with work-avoidance abilities even more highly developed than Steve's on a Monday morning.

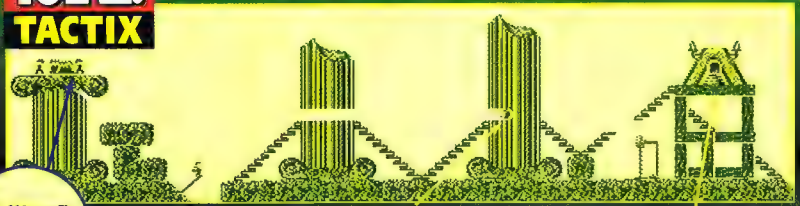


'Look, I'm digging as fast as I can!' This is the lemming version of the Channel Tunnel, i.e. all the work's being done at one end.

TOTAL! TACTIX

Like lemmings to the slaughter...

Here's a good way to make the best of the lemmings' suicidal urge to meander merrily through treacherous levels like this. This tactic can be used successfully on most levels.



Let the first lemming go and use blockers on the left and right to trap the rest of the bunch

Now that you can see what you're doing, use the first lemming to clear a path through the level. Doing it like this means you don't waste valuable

Once it looks like the path to here is clear, blow up the right hand blocker, then sit back and watch the little [illegible]

Look at 'im go! Good old Norm. It's pretty lucky that we've got a non-suicidal Lemming on the team!
I'm getting sick of this... 'Build a bridge, Norm! Do the digging, Norm!' Bunch o' wimps...

Lemmings have got no concept of team spirit. Sending one of their number on ahead to almost certain doom doesn't bother them a bit.

some of the most brain-busting puzzles you'll ever have encountered. Just the thing for whiling away those long car or train journeys.

Lemmings has converted very well to the Game Boy. The soundtrack includes all the original comic tunes, and after a few goes you'll start humming away to yourself (take it from me, if you're in a crowded train it can get more than a little embarrassing). Admittedly, the graphics look a tad tatty, but don't let that put you off – it doesn't affect the gameplay in the slightest.

Okay, so why is Lemmings so damn addictive? Well, if you're asking yourself that question then you can't be a real puzzle game fan. Protecting the poor lemmings from annihilation soon becomes an obsession – there's no way you're going to let that level defeat you, so you simply have to try it just one more time. Working out how to use the different types of lemmings to complete a level makes for really compulsive gameplay, and when you lock horns with it you'll become totally hooked. Lemmingsitis will become a recognised disease if this carries on.

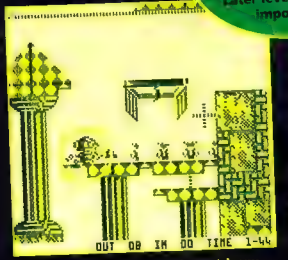
The lack of a two-player mode doesn't detract from the game at all. It never added anything to the other versions, anyway. With so many stages and four skill levels, this isn't a game that you'll finish easily. In fact, on the higher skill levels you may never finish the levels without help.

Sensibly, Ocean have kept in the password system, so you don't have to replay all the earlier levels if you come back to it, which you will, frequently.

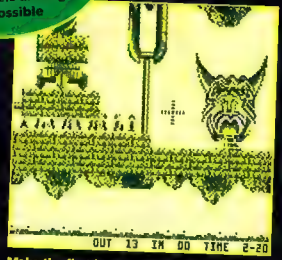
Lemmings has entered the annals of computer game history, and this version will no doubt continue the tradition. It seems very polished and has kept all the addictive qualities of its counterparts. This could even topple Tetris from its perch as the most popular Game Boy puzzler.

JAMES

FURIES!
The graphics look a little dodgy. You may find it all a bit too frustrating. Later levels are nigh impossible



This contraption spins round to catch any lemming dumb enough to walk into it and then minces him into a million tiny pieces.



Make the first lemming stand still until the others catch up and then blow him up. Time it right and you'll take out the pillar too.

TOTAL! TEK-SPEX

Game	Lemmings
Levels	Lots
Difficulty	4 levels
Continues	Save game
Release date	Out now

LEMMINGS

Looks
■ Rather simple graphics. The very small characters take a bit of getting used to

Sounds
■ Those comic tunes are great. For once you'll keep the volume turned up

Gameplay
■ It may not be the fastest game around but it's easy to play and hard to put down

Life span
■ The 'fun' level won't take long, but from there it goes from quite difficult to 'Ulp!'

When I grow up I want to be...

The career opportunities open to lemmings are limitless. Mind you, they seem to have a tendency to go for the more dangerous jobs...

Climbers have the ability to climb up

Floaters are members of the lemmings' free-fall parachute

Blow up a lemming with this explosive

Builders can bridge gaps and get to those hard-to-

At least these miners will never have their pile

Blockers can stop the flow of charging lemmings.

Bashers are great for making escape tunnels.

Do you dig it? Well, these guys certainly do.

If you're remotely interested in puzzle games, Lemmings is the game for you. Even if you're not, it's still worth taking a look at this classic game

Final rating
90 Percent

GB GAME BOY ROUND-UP

Most of these games may be also-rans in the playability stakes, but you might find a winner in here if you look hard enough.

POP-UP

For Game Boy
From Infogrames
Price £25

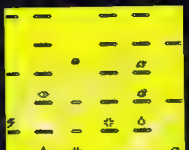
Quite why this game is called Pop-Up is beyond me, since it's all about a ball bouncing around 100 screens' worth of platforms. If you ask me, it should have been called Bounce-Up, or something.

Anyway, the idea of the game is to manoeuvre your bouncing ball as it, um, bounces around the platforms, collecting every bonus on the screen, before making your way back to the exit. Huge bounces are theoretically possible but they're not advisable, cos if you bounce too high you run the risk of falling off the platform into nothingness.

The challenge lies in getting the ball around the screen in the right order, without getting yourself stuck in one corner which you can't bounce out of. (Or should that be 'out of which you can't bounce'? Well, whatever.) You couldn't exactly call Pop-Up a difficult game to control. The only tricky bit in the entire game is trying to wang the ball to the left or right when it's at the top of a bounce.

Two or three screens and it's fun, after ten you're only slightly bored, but play 100 and you'll find yourself writing home with crayons. It's basic, five-minutes-at-a-time stuff, but still, quite original and bouncily jolly in its own little way. **ANDY**

Another monumentally dull screen. At least there's a nasty in there. Somewhere.



Some ledges with some stuff on. No sign of a ball, either.

Been getting a bit chilly recently, hasn't it? Still no sign of a ball, though. Sorry.

POP-UP

Looks
Hardly state-of-the-art stuff, even for a Game Boy, but they do the job

Sounds
Blimmin' good, actually. A tune you can hum along to indefinitely

Gameplay
Immensely uninspiring. At least it's easy to get into (and out of)

Life span
Has potential to last for yonks, but it won't, cos you won't be playing it

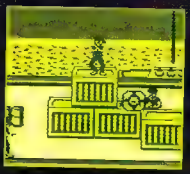
Final rating
61 Percent

THE PUNISHER

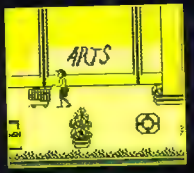
For Game Boy
From Acclaim
Price £25

The Punisher is a similar style game to Operation Wolf in the arcades. Only you haven't got your hands around a nice meaty automatic weapon. This means that it loses a lot of the playability it would have had if released in the arcade.

You play The Punisher himself, as the screen scrolls casually from left to right and you frantically wiggle the cursor around in an attempt to pick off all the nasty people shooting at you. Ol' Spidey also swings in from time to time to give you the odd piece of useless information.



... And Ken takes first prize for Miss Manchester 1993.



Right, all I need now is a small pine tree and a life buoy. Ah, there they are.

Anyone who looks like they've just got off a horse will be shot. Sorry chaps!

This is no Terminator 2 – The Arcade Game substitute. The crosshair moves slowly and is also too uncontrollable. Although The Punisher dude is pretty rock hard and can take a fair number of hits, it's a bit demoralising watching your life fade away in front of your eyes under the overwhelming onslaught of the enemy. The final nail in the game's coffin is that it's too samey – none of the levels contains anything strikingly different from the last.

No, given the choice I reckon I'd rather take 25 quid down the arcade and have a few blasts on Op Wolf instead. Yeah. **JAMES**

THE PUNISHER

Looks
Nice clear backgrounds and some of the smoothest scrolling I've seen

Sounds
Standard Game Boy gun blasts and a rather tedious little tune

Gameplay
Very tough and bordering on the impossible. Mostly down to luck

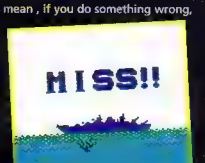
Life span
Too samey and too tough – you'll get bored and/or frustrated before long

Final rating
49 Percent

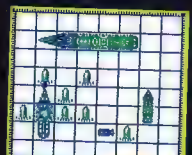
BATTLESHIPS

For Game Boy
From Mindscape
Price £25

Why? Why, why, why? I thought this was a reasonably fair world. I mean , if you do something wrong,



Miss. This is when you do not hit the ship. If you hit the ship you will see "HIT"



Hmm... You can get checkmate in three moves from here. Um, I think.

then one day it'll come back on you, but no-one deserves this!

Battleships was originally a pen and paper game. Then someone made a plastic version – and eventually added some sound effects. The general idea is you have two players, and each player takes it in turn to guess where the other player's ships are – and blow 'em up.

I don't remember this bit. Three shots at once? That's not fair, matey!

Has anyone spotted the basic problem with the Game Boy version yet? Yup, surely if you're playing the game against a computer it'll know exactly where you've put your ships. Is that fair? I think not!

Battleships has had its day and should be allowed to rest in peace. The pen-and-paper original may still be a laugh if you're really bored, but this hi-tech version doesn't work at all. I mean, what's going to show up next on the Game Boy? Twister? Pin The Tail On The Donkey? **JAMES**

BATTLESHIPS

Looks 2
Drab, boring, naff. Oh, but there's a nice bit when the battleship blows up

Sounds 4
Some vaguely military-sounding music and a few weak missile whistles

Gameplay 2
On one player it's boring. And can you imagine two people buying it?

Life span 1
I played it for 15 minutes and then did the washing up – and that was more fun

Final rating 23 Pennit

SWAMP THING

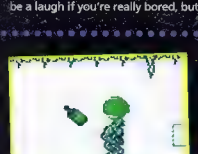
For Game Boy
From T*HQ Inc
Price £25

Gotcha. These flies are very tasty. Can't wait to jump over and eat that scrummy wine gum and feather!

Games like this make me sick! I know the world's suffering an environmental crisis, but why does someone have to make a game about it? That's really gonna stop the rain forests from being chopped down, isn't it?

But the thing that really puts the biscuit crumbs in the bed is that the game is completely, utterly and absolutely crap!

Swamp Thing really is a very poor excuse for a platform game. The controls are too complicated, and



Make sure you keep running here or you'll end up with a giant cabbage on your head

the gameplay is completely out to lunch. Take my advice – if you really want to do something about the environment, resist the temptation to throw this game on the bonfire and recycle it instead. **JAMES**

SWAMP THING

Looks 3
Um, the graphics on the title screen are good. But that's about it

Sounds 2
Ahhh! Give me a break. I don't need this guff blasting in my ear

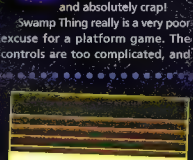
Gameplay 1
So crap I had a lot more fun playing frisbee with the box

Life span 1
Don't even waste your batteries on the hour's play this game is worth

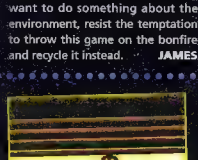
Final rating 21 Pennit

GEORGE FOREMAN K.O. BOXING

For Game Boy
From Acclaim
Price £25



'I'll teach you to call me Baldy! Come here and take a thrashing, you big geek!'



'Ah. Perhaps I spoke too soon... ' (Cue sound of bald boxer hitting canvas.)

The main thing to remember if you play this game is try not to damage it when you lob it in disgust across the room. I wouldn't like get into an argument with Big George, but this really is a terrible game.

Basically, it's a boxing sim. You box people and they box you – mostly the latter! It's hard for me to say this, but it's actually worse than wrestling games! Yup, even the gods of no gameplay are better than this.

However, there is a clever little puzzle game built in to George Foreman K.O. Boxing. It involves you asking yourself the questions: 'Why did I buy this game?'

The only thing left to say about this is 'buy at your peril!' **JAMES**

K.O. BOXING

Looks 2
The animation is jerky. The only good thing is the layout of the ring

Sounds 3
A completely abstract soundtrack and a lot of funny biff noises

Gameplay 1
The only reason this scored anything was because you can move George a bit

Life span 1
All I can say is: if you buy it, for God's sake don't lose the receipt!

Final rating 20 Pennit

TOTAL! TACTIX

Turn off the lights, put some mellow music on, slip into something comfortable and get ready for the sensual experience that is TOTAL Tactix.

LITTLE NEMO

NES TRICK

On the title screen, press **UP, SELECT, LEFT, RIGHT, A, A** and **B** and a dream select will appear. Press **A** to change level and then press **START**.

KIRBY'S DREAM LAND

GB TRICK

We thought that this game was way too easy, so if you want to make it last a bit longer try this cheat sent in by **Paul Davis** from Essex. On the title screen push **UP, SELECT** and **A**. The words ***EXTRA GAME*** will appear and if you push **START** the game will be harder.

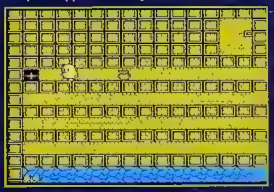
NEW ZEALAND STORY

NES TACTIC

No cheats here, but some clever, built-in warps instead. On **level 1.1** don't free the Kiwi but stand on the top ledge facing left. Start jumping and shooting and in a few seconds a black hole will appear. Leap into it and you'll be warped to **level 1.4.**

Now go **right,** under the green spinny thing and then **up** out of the water. Go all the way **left** and **jump up** to where the nasties are. Go **right** a little bit, face **left,** shoot the wall and a warp will appear to take you to **level 2.**

Are you warped? Well, if you jump and shoot here a black warp hole appears...



... And, as if by magic, you'll be warped more than a damp piece of driftwood.

ULTIMA: RUNES OF VIRTUE

GB TACTIC

This game is great on the Game Boy, but it's a well 'ard challenge. So c'mon, send us in a solution. But to get you started here's a quick tipette. To get out of the minefield, follow these instructions from **Angelos Makri** from New Southgate. Go **south 3, west 3, south 3, east 7, south 3, west 3, north 1, west 3, south 3, east 1, south 1, east 5** and **south 1**.

SOLAR JETMAN

NES TIP

This one's really simple. To start the game in a bonus cyberzone and with ten extra lives, enter a password with all the letters as **'Q's**.

This is the game starring Solar Jetman. Star-ring, geddit? Oh, why do I bother...

BART VS THE SPACE MUTANTS

NES TIP

Whoops! In our guide to **The Simpsons** in ish 12 we said that the Wheel Of Fortune in Krustyland was completely random. It's not. Enter **Dawn Dart** of Grimsby, who *faxed* (very flash!) a load of tips to us. If you use the magnet from Toys 'n' Stuff, the wheel will stop at whatever number you pick. And don't worry, Dawn, you may be 28 but we don't think you're an old fogey. Much.

UN SQUADRON

SNES TRICK

Go to the option screen and highlight the difficulty select using controller 2. Now connect controller two and hold down **A** and **X**. While holding them down, alter the difficulty setting using controller one. You can now choose **'GAMER'** level, and by gum, it's well 'ard. Ta to **Stephen Brannen** of Dunfermline.

GOAL

NES TIP

These passwords will get you through to the later rounds of the tournament.

GZHIKUIK – Semi finals, England vs Brazil

GZHIKUIL – Final, England vs USSR

BATTLETOADS

NES TACTIC

Lots of people have written in to us to say how great they think this game is – and how tough it is too. Well, if you're having trouble with the Toads here's a couple of warps to get you further into the game. On the first level, I kill the first two baddies, go **right** and on the ledge you'll find a warp to take you to **level three.** When on level three, go past the green checkpoint and then past nine blocks – just before the tenth you'll come across a warp to **level five**.

F1 EXHAUST HEAT

SNES TACTIC

For a turbo boost that will speed you up to a face-wobbling 400kph, just press **L** and **R** when you're at top speed, and you'll go fast enough to overtake Steve J's flashy sports job.

JOE 'N' MAC

SNES TACTIC

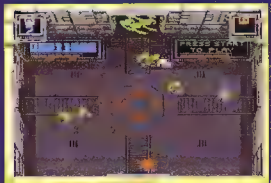
This isn't really a cheat as such, it's just a sneaky way of getting loads of lives and bonuses. What you have to do is go back into a level that you've already finished, grab the bonuses or lives that you're after, pause the game and press **SELECT**. You can do this as many times as you like and can build up such a whacking great stockpile of lives that you'll romp through the game and get to all the snogging bits.

SUPER SMASH TV

SNES TRICK

Last month we had a terrific level select for Super Smash TV and a huge players guide full of tips– WHAAAT, you missed it? Quick, quick order a back issue now from page 103 pronto! This month we've got a cheat that'll give you extra lives and extra credits. When you're on the screen where you select one or two players, press **DOWN**, **L**, **R** and **UP** and you'll get to a new screen where can give yourself up to **seven** lives and **seven** continues. Ta ever so much to the mysterious **Mutoid Man** of Combe Down for this tip.

Key in our Smash TV cheat and you'll get to this rather spiffy lives 'n' credits screen.



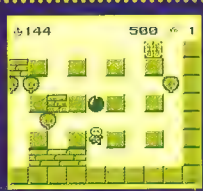
And here's the cheat in action – just look at those seven lives perching in the corner.

DYNABLASTER

GB TIP

To get further into Game B, use these excellent pass codes sent in by **Kevin Knight** from Canvey Island.

Stage 10 – **BQKGD3M2HL F1KGPCPCPN**
Stage 15 – **DJJP22DNML CPPCBGKGKN**
Stage 20 – **MN2HPJ3DJN 2HQBPDJNM0**
Stage 25 – **MNCP2N2KGC BQH22DJNMC**
Stage 30 – **2HDJ3JFL3F M2MN32H0B0**
Stage 35 – **3LCP2D30B0 DDDJKGKL3J**
Stage 40 – **H2F1MN0JDC NNJDBKGPLG**
Stage 45 – **H21FP8PH2H LPPCKDJ2H0**
Stage 50 – **H2JD2FJ2HN CM2H22LCPF**



Things that make you go BOOOOOOOOOOOOOOOM!

LOW G MAN

NES TRICK

To get tothe sound test enter **SONG** as a password. The words **BGM 00** and **EFT 00** should appear. The **BGM** is the music while **EFT** stands for effects. Press **A** to start the tunes, and use **UP** and **DOWN** to switch between music and effects.

Once you've finished the game it will restart but it'll be harder. To get to this more challenging version enter **TERU** as a password. Enter the password **SHOT** to start with 99 lives, boomerangs, waves, fireballs and bombs.

SPANKY'S QUEST

SNES TIP

Did you buy this game? Did you read our review first? Oh dear, there really is no hope for you, is there. Still, we thought we'd be kind and give you some codes so that you could get the maximum amount of 'enjoyment from Spanky's Quest. Aren't we nice?

Level 2 – **732**
Level 3 – **354**
Level 4 – **116**
Level 5 – **988**
Level 6 – **470**

If you really want to suffer the pain and agony of playing yet more games of Spanky's Quest, try out our level codes.

THE ADDAMS FAMILY

SNES TACTIC

If you're having problems cracking SNES Addams Family, this sneaky cheat should help. There's a whole secret staircase full of money hidden behind the one in Addams Mansion. The stairs lead to secret rooms which are similarly chock-full of 1-Ups, dosh, swords – lots of useful stuff like that.

And (just in case you never noticed) whenever you're asked to continue, run all the way left to enter a secret room with a few hearts 'n' stuff to get you going. Ooky, chums.

1 **Enter the hall of stairs and head left. Stand under the second-floor doorway (like this) and push UP. *Spook!***

2 **Wooh! You're now in Pugsley's Den. Collect the goodies, go upstairs and stand where Gomez is. Push UP again...**

3 **... And you find yourself Behind Stairs. Now you can go into lots of rooms and collect oodles of goodies. Smart, eh?**

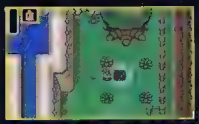
THE LEGEND OF ZELDA

A LINK TO THE PAST

SNES TACTIC

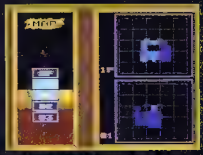
And they said it couldn't be done! Get ready for the biggest adventure of your life, as we embark on our mammoth three-part player's guide to the game they call Zelda III. (Thanks to our very own tactical warhead, Paul Weaver, from Wales.)

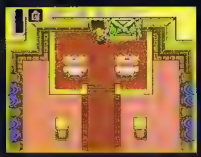
1 To get the ball rolling, the first thing you have to get hold of is the lamp, which you'll find happily sitting in the chest in your house.



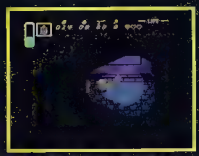
2 Go up to the right of the castle to find the secret door, under a bush. Go through the lower dungeon to find your uncle, who gives you his shield and sword. This is only any good if you're in a group or stand to the left or right of a nasty.

3 Go into the castle, using the front door. Head down the stairs until you get to here, and pick up the boomerang. You can use this to stun your enemies, which you can then finish off with a few swipes with your sword.



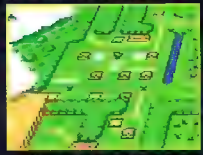


4 Head down to B3. Kill the guard whilst avoiding his ball and chain. Rescue Zelda and take her to the throne room. Push the altar from left to right.



5 When you get to level B1, exterminate all the rats. Why? Because one of them has a key, that's why.

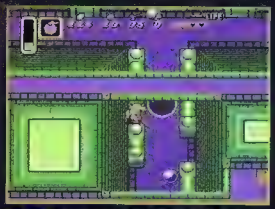
6 Now go through the secret passages, constantly swinging your sword, and you'll eventually find the loyal Sage who will look after Zelda for you. Don't forget the full heart.



7 Now go to the village. In the thief's house, move blocks for cash. Bomb the north wall downstairs to get more cash. Fall into the well and blow a hole in the north wall for a quarter heart. Find the bottle salesman and buy a bottle. A sick friend lends you his bug-catching net. Talk to someone outside a hut who'll tell you where to go and where to get cheap bombs.

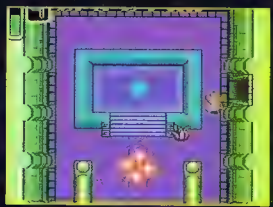
8 Find the Inn and enter from the back to get another magic bottle. Make a note of where the library is – you'll have to return here later. Find a room with the Lucky Chests in. Go in three times, opening a different chest each time, and you should make a profit.

9 To take the warring brother's challenge, blow open the sealed door and go outside. Accept the challenge and follow the route shown. Swing the sword at the bushes. Do it in 15 seconds to win a quarter heart. If you fail, try again. Sahasrahla will now be marked on the map. Go there and find the crack in the wall, which hides more bombs and money.

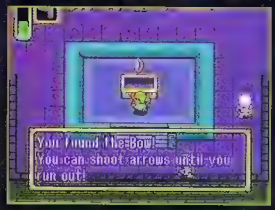


10 Now complete the Eastern Palace. There are three items to collect: full heart, bow, and pendant. Collect everything you find as you may need them later on.

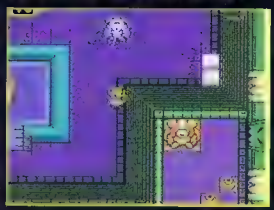
11 When you come across the skeletons, you'll find that the easiest way to kill them is to throw pots at them. (Hang on – aren't skeletons dead already? Spooky!)

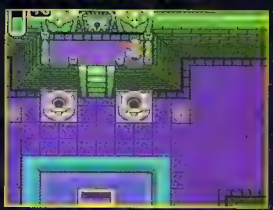


12 In the room shown above, kill the nasties to make the red things move about. You can now grab the pot and hit the pressure pad to reveal a chest.

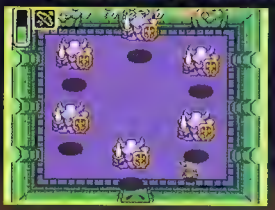


13 Ta-daah! You've found the bow, so now you can easily do away with these one-eyed guardians by shooting your arrows at them.





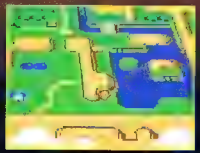
14 Jump into the pots to catch the fairies using the net.



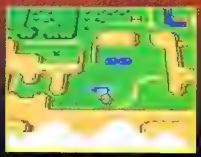
15 Here, to kill the knights, wait until they move in a circular pattern, then move into their path and use the bow. They will then move to the top of the room where you can shoot 'em again. To kill the last knight, who'll try and jump on your head, wait till his shadow stops moving as he jumps, move to the side of it, and hit him with the sword. Repeat until dead.

16 Make your way back to Sahasrahla to get the Pegasus boots. These speedy soles will enable you to move a lot more quickly around the map.

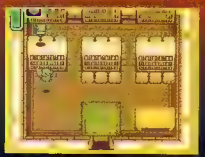
17 Go to the cave in the southeast area of the map. Use a bomb to blow a hole in the wall to the left of the door and go through to get the Ice Rod.



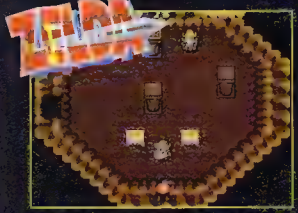
18 Make your way to the area shown above and blow a hole in the wall to get loads of money.



19 Now go to to this point on the map. Go inside and pull the lever on the right. Go outside and you will now find a quarter heart.

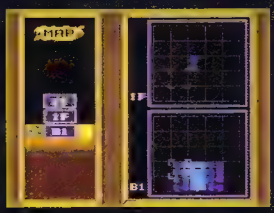


20 Return to the town library, go inside and charge at the bookcase. This will enable you to get the Book Of Mudora.

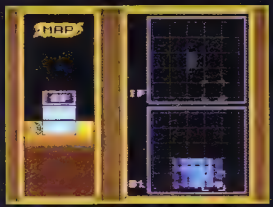


21 Make your way to the Desert Of Mystery. In a cave in the desert you'll meet a man who'll tell you about the book. Now blow a hole in the south wall.

22 When you've picked up the goodies, get to the palace in the middle of the desert. Use the Book Of Mudora on the stone tablet.

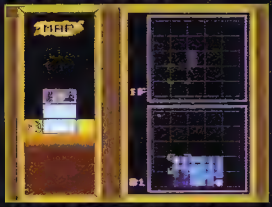


23 Go into the temple and get to the room shown in the map above. When you're in the room, charge at the pillar to knock the key off it.

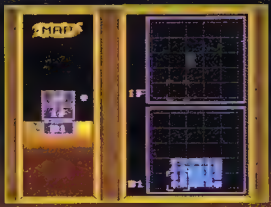


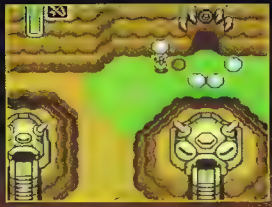
24 Now you have the key, go to the door shown above. Go through it. Pick up the compass and then the master key in the next room.

25 Head for the point shown in the map on the right. In this room (above left) you can avoid being shot by moving around clockwise.



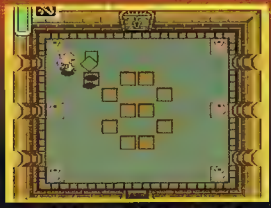
26 Get to here on the room map. Push the stone up, as shown, to open the north door. Inside you'll find some fairies. Go outside the temple, using the south exit of that room, and go south to get a piece of heart.





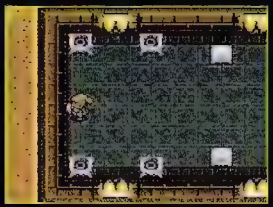
27 Head north to here. With the Power Glove you can now lift heavy boulders. Throw them aside and enter the cave

28 In the first room, move this block to open the north door.



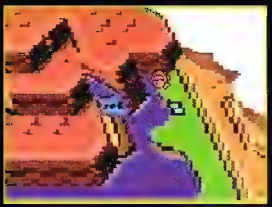
29 In this room, the floor tiles fly at you. Quickly grab the key under the bottom-left pot. Go through the dungeon as fast as you can to avoid laser fire, looking under all pots for any keys.

30 When you get to here, stand in this position. Keep the sword button pressed. Every time a tile hits the sword, press the button again. The key is hidden under the top-right pot.



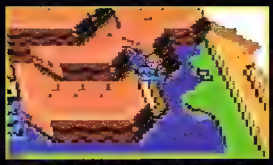
31 In the next room, when you get to here switch to the lamp and use it on the four pot things around you. This will reveal a door. Go through it.

32 Wait for the guardians' heads to pop up and shoot them with Ice Rods. (If you're out of magic, use bombs, arrows, and the sword). When they're dead, you'll get the second pendant and a full heart.



33 Collect at least 500 Rupees, then go to the northeast, past the magic shop. Throw the stone aside and follow the path round. Go northeast again to here.

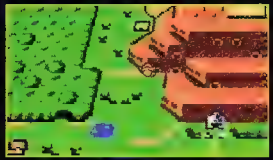
34 Head along the river, sticking to the light blue patches, until you get to here. Buy the flippers and then you can travel on water of any colour.



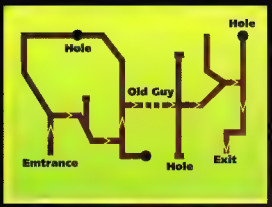
35 Go south and jump the waterfall. Follow the light blue part of the river until you get to a grove on land, where you'll find a piece of heart. Go back and jump the large waterfall. Go left and down until you reach here. Walk through the water to get to the Mysterious Pond. Throw in your boomerang, shield, and magic bottle (if empty) to have them powered up.

36 Get to here. Swim up, left, and under the white bridge, where you'll find a happy camper who'll kindly give you another bottle.

37 Go back and down. On this island is the Pond Of Happiness. Every 100 Rupees thrown in lets you carry five extra bombs/arrows. Blow up east wall for fairies.

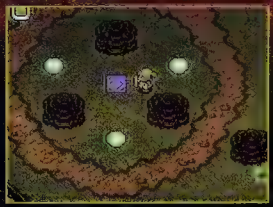


38 Make your way to this point on the map and get rid of the rock from in front of the cave.



39 Go into the cave and then simply follow this map in order to find your way to the exit.

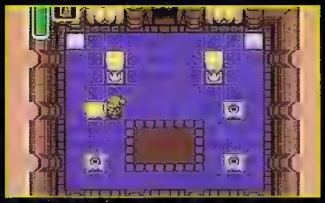
40 Once you leave these caves, take the old man to his cave (shown above). Follow him in and he'll give you a magic mirror.



41 From the old man's cave, go to the top of Death Mountain (above) and you'll be taken to the Dark World. Don't worry about being turned into a rabbit!

42 Go left to here. Use magic mirror to get back to Light World. Collect the bit of heart and go northeast a few paces to the final tower.

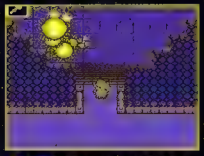
43 These red things inside the tower are switches, which make either the blue or the brown floor plates go down. (There'll be more of these throughout the game, and their operation will be described as 'blue down' or 'brown down' from now on.) Go left and down the stairs. Throw a bomb into the ring to kill the nasty, then switch brown down to get the key. Before you leave, switch blue down. Go back upstairs and throw the boomerang at the switch to let you continue north. Get the map from the chest and go through the northwestern door. Go downstairs, but be ready for another tile attack. Switch blue down and go to the next room. Kill the monsters and switch brown down. Now go south.



44 Light all the torches in this room to reveal a chest which holds the master key. Head back up to the main room, making the switch brown down on the way.

45 Go up to the third floor and kill all the nasties to open the west door. Go into the next room (shown above). Kill all the nasties here by keeping your back against a wall so you don't get thrown backwards when you hit 'em. Now, step on the star to let you continue north. Carry on north with the switch brown down. Don't step on the stars in the next room. Get to the end of the room and go up to the fourth floor. Kill the caterpillars with the pots. Get the compass from the chest without stepping on the stars. Go all the way left and up to the fifth floor.

46 On arrival on the fifth floor, step onto the star and then walk into this hole from the direction shown above. This will make you land on the fourth floor, where you can then get the moon pearl from the chest.



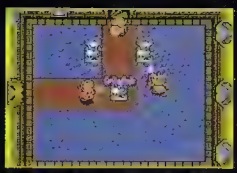
47 Make your way to the sixth floor to fight this guardian. Jump down the steps when he's nowhere near you. To beat him, try to stay behind him and whack him on the tail with the sword, being careful not to get knocked off the edge.

48 It's quicker to quit here and restart from the sanctuary. Go to the place above, and then north through the Lost Woods.

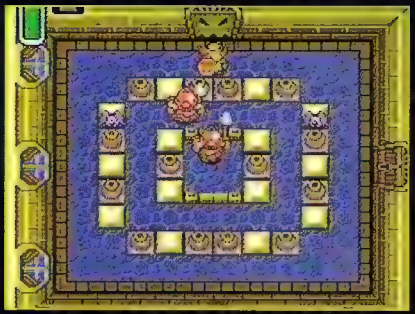
49 Grab the master sword from the stone. From now on, as long as you're on full energy, whenever you use the sword it'll fire a bolt of energy. From this point, go through the tree trunk, right and up through the next tree trunk, and then right and down through that tree trunk. Grab the mushroom and go back to the sanctuary. You'll find that Zelda has been taken to the castle, so make your way there.

50 At the castle, go in and take the first door in the west wall, then go south, up the ladder, and through the south door. On the battlements, go right to this point and hit the barrier with your sword. Go straight through the first room. In the next room, kill the two nasties quickly, using the bow. In the room after that, use the sword to kill the guards and reveal a key. Go up the stairs to 3F and rush through the first room. Negotiate the maze to collect a key from the west of the room. Go into the next room, kill the guards and a fairy will appear. Get it, go up the stairs to 4F, and belt it through the first room.

51 Head north through here, being careful not to fall over the edges, then work your way around to the right. In the next room, kill all the guards, because one of them holds a key. Now go up the stairs to 5F.



52 What, you're here already? Okay, in this room you have to kill all of the guards to make the door open. Exactly the same tactic applies to the next room.

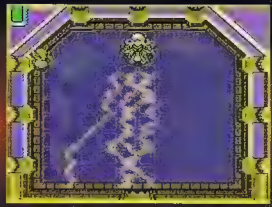


53 In this room, the best tactic is to kill the first guard by throwing a pot at him then following up with the sword. Use the pots to kill the bats, then pick up pots to throw at the guards in the middle and the key is yours. Then go into the next room and up the stairs to 6F.

54 At the top of the stairs, move the left-hand statue and leave the room as quickly as possible. In the next room, carefully make your way north, taking the guards out with your bow. Go up the stairs to 7F, straight through that room and to the next to meet Aganhin. When he goes, hit the middle curtains at the back to reveal a secret door. Go through for a confrontation with the evil wizard.

55 When you fight this wizard, he casts three different spells. The first one is an energy bolt. Use the sword to reflect it.

56 The second spell (above) is a cluster. Just do your damndest to get out of the way of it.



57 The third spell (shown above), is a massive blast of lightning. You'll see when the wizard is going to use this because he moves to the top-middle of the screen to cast it. By simply staying out of the way of spells two and three and reflecting spell one back at him you'll eventually be able to beat him. When that happens he'll transport himself, and you, to the Dark World, where your task then will be to rescue the seven maidens.

Will you ever reach the end? Not until you read the next two parts of our player's guide, you won't! Part two coming up next month – don't go away, now!

GARGOYLE'S QUEST

GB TACTIC

Still stuck on Game Boy Gargoyle's Quest, even after all the help we gave you last month? Well, if you thought the first part was tough, this month is even tougher! Check out the second and final part of our player's guide for the complete lowdown on how to beat Breagar and zap Zakkudruzzer. Get adventuring. Or something.

LEVEL FOUR– The Desert Pit

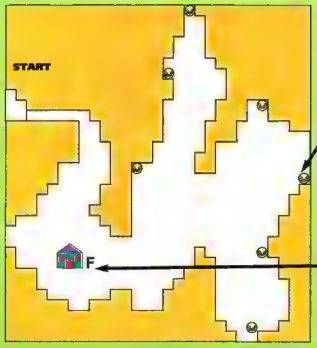
In this first section of the desert, you'll have to go easy with the wing power as there aren't many safe spots. Try to plan your route in advance using this level map.

Swimming through the water is no problem. Just watch out for these spikes.

It's worth stretching Firebrand to get this heart to top you up before you go on.

Zakkudruzzer looks hard but there's an easy way to beat him. Stay on a different level to avoid his fire and fly over him when he charges. Oh, and fire whenever you can. Get the Candle Of Darkness and return it to Bymon in the village at the edge of the desert.

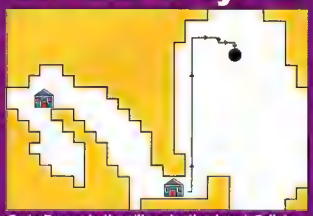
MAP FOUR – Rushifell's Village



All of these caves are exactly the same but only this one leads to Rushifell's Keep so don't waste time on the others.

Rushifell's Village is the last village you can get a password from – SVHD-GBCD. You can also stock up on some expensive (32 vials) talismans.

Get back to Bymon



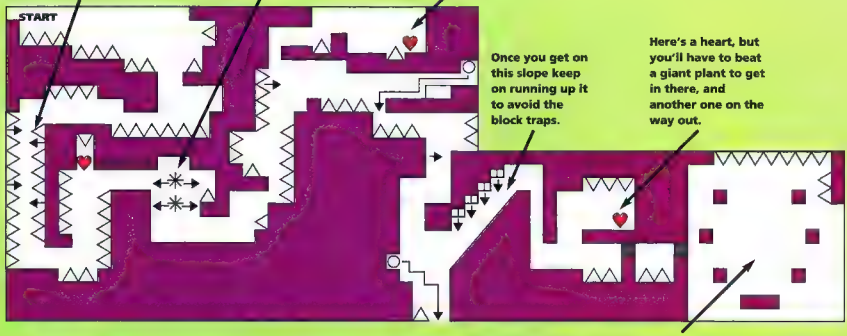
Go to Bymon in the village by the desert. Talk to him and go through the wall. Check the pots and go through the top-left wall. You'll find a necromancer, who's easy to trash. Go down the sand hole and through the maze, looking out for the Behoweldar. Enter Majorita's temple and walk to the altar. Talk to Majorita, then go back to the necromancer and fight two monsters. Beat them and you can head for the bridge to the last part.

LEVEL SIX – Rushifell's Keep

Drills come out from these spikes. Use the claw to make handholds and wait for the drills to pop out and in before moving past.

More nasty shift-from-side-to-side spiky things to be avoided here.

This room's tough to get to but the heart inside's definitely worth it.

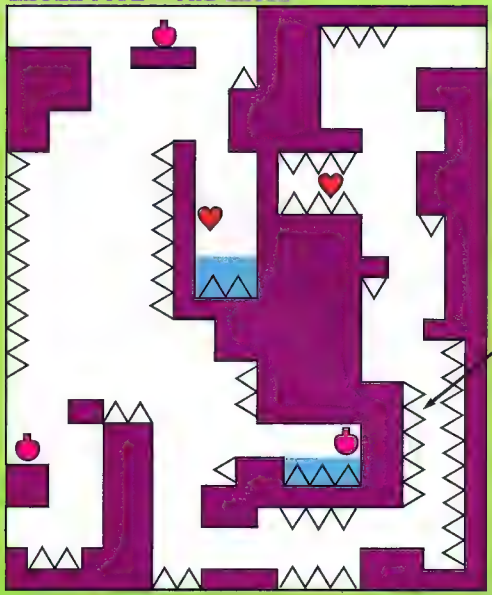


Once you get on this slope keep on running up it to avoid the block traps.

Here's a heart, but you'll have to beat a giant plant to get in there, and another one on the way out.

Use the block buster to get into Rushifell's chamber. He shoots stars at Firebrand. When he flashes, jump up to dodge a fireball. Grab the stone nearest the entrance and shoot at Rushifell when his arm is lowered. When he's beaten, talk to him to get the Eternal Candle, Dark Fire and Red Blaze. Go out onto the bridge and right. Beat the creature with the Darkfire and touch the wall to make it to the final level.

LEVEL FIVE – The Caves



The flying plants are tough – you'll have to hit them in the mouth several times, so don't let them attack you from above.

To get up the walls with spikes on both sides, use the Claw to make a handhold to let you grip the spikes.

All the caves on the map have the same layout but you start at different ends in some of them. To stock up on vials, enter them, collect the vial at the start and then leave before the plants get to you.

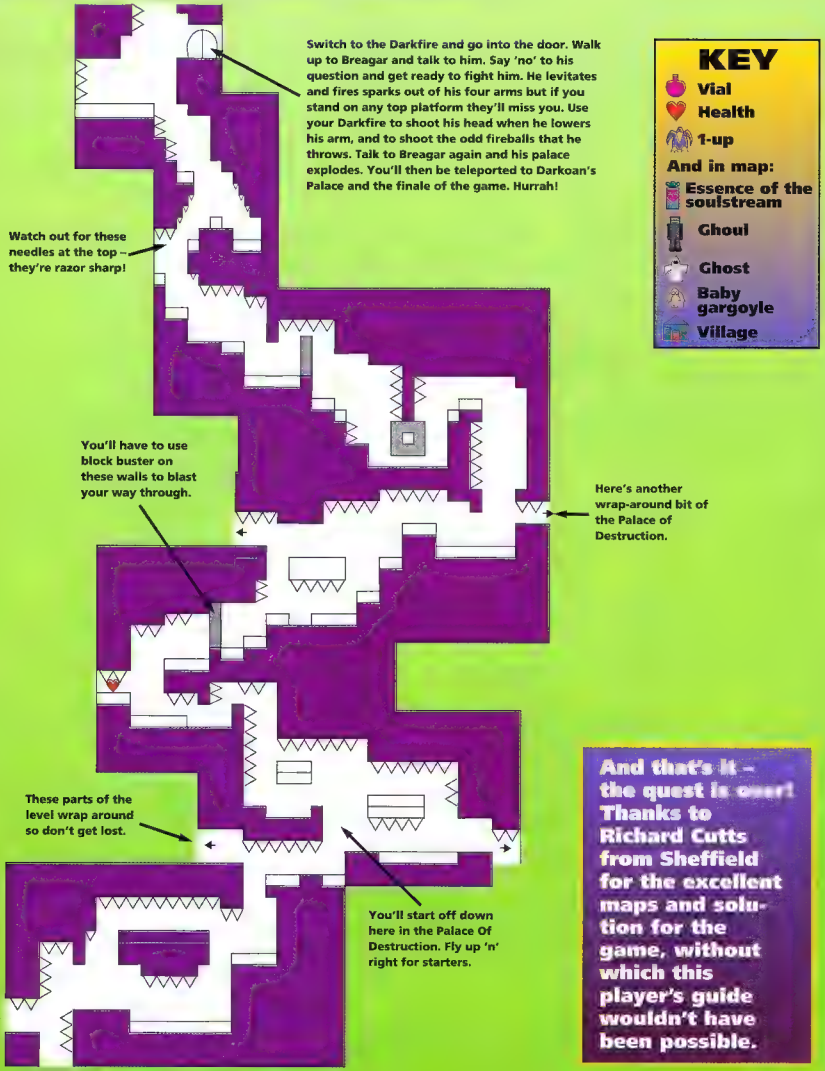
KEY

- Vial
- Health
- 1-up

And in map:

- Essence of the soulstream
- Ghoul
- Ghost
- Baby gargoyle
- Village

LEVEL SEVEN – The Palace Of Destruction


Switch to the Darkfire and go into the door. Walk up to Breagar and talk to him. Say 'no' to his question and get ready to fight him. He levitates and fires sparks out of his four arms but if you stand on any top platform they'll miss you. Use your Darkfire to shoot his head when he lowers his arm, and to shoot the odd fireballs that he throws. Talk to Breagar again and his palace explodes. You'll then be teleported to Darkoan's Palace and the finale of the game. Hurrah!
KEY
Vial
Health
1-up
And in map:
Essence of the soulstream
Ghoul
Ghost
Baby gargoyle
Village
Watch out for these needles at the top – they're razor sharp!
You'll have to use block buster on these walls to blast your way through.
Here's another wrap-around bit of the Palace of Destruction.
These parts of the level wrap around so don't get lost.
You'll start off down here in the Palace Of Destruction. Fly up 'n' right for starters.

And that's it – the quest is over! Thanks to Richard Cutts from Sheffield for the excellent maps and solution for the game, without which this player's guide wouldn't have been possible.

RAINBOW ISLANDS

Welcome to part two of our three-part Rainbow Islands player's guide. Good luck!

NES TACTIC

Level Three – Monster Island

Frankenstein
Much the same as the Monster Island tanks, moving down from their platform when angry. They appear in groups, so have plenty of rainbows at the ready.

Werewolf
Similar to the tanks from Monster Island, but fire fireballs instead of shells and are a lot faster. Don't stick your neck out to kill them (especially when they're angry).

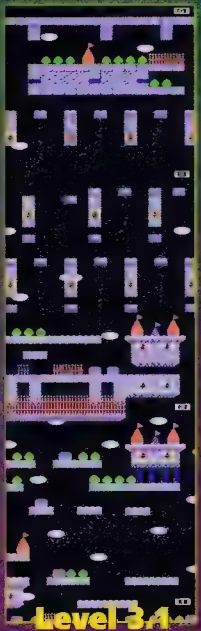
Skeleton
Similar to the Insect Island spiders. Appears as a skull but hatches into the skeleton and then bounces around. You can't outrun it, as it homes in, so you have to kill it.

Bat
These hang upside-down from a platform, awaking only when Bubby gets close. Tracks Bubby's position at regular intervals. Oh, and watch out for the ones which change into...

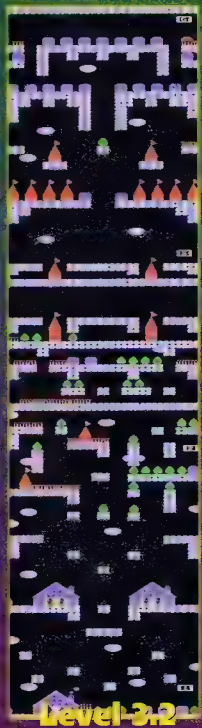
Dracula
This toothed blighter is the most difficult to kill or avoid. He begins as a bat, then takes on human form after a few seconds. In this state he will regularly fire a lightning bolt at Bubby (which can be blocked with a rainbow).

Ghost
Very tricky to predict, so keep your wits about you. Kill them at the earliest opportunity, as they often follow Bubby. Dropping [illegible] is probably the best weapon.

Boss: Big Dracula
This has to be THE toughest boss in the whole game – even harder than the Dragon at the end of the final level. He stops frequently to check Bubby's position and then tosses bats from under his cape. Perhaps the only way to kill him is with rainbow traps – never EVER try to shoot him head-on.

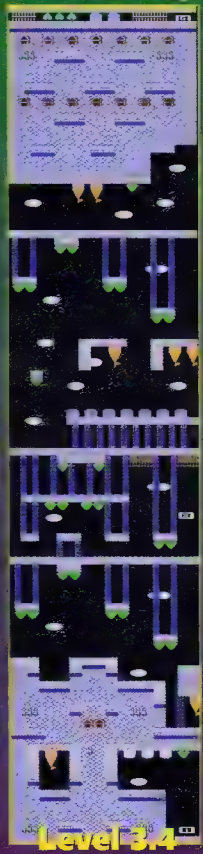


Level 3.1



Level 3.2

Level 3.3



Level 3.4

Hurry!
As the islands are slowly sinking into the sea, Bub and Bob can't hang around. If they do, a warning alarm sounds, followed by a 'Hurry' message on the screen. Eight seconds later the water starts to rise. The water scrolls down with the screen in its early stages, allowing Bub and Bob vital seconds to escape. The time it takes before the 'Hurry' message appears is shown next to each round.

Restart positions
The numbered boxes at the right-hand side of each round are the restart positions. If Bub dies, he's returned to the last restart position passed in that round. These restart points also affect the time limit before the 'Hurry!' message appears. Starting at position 1 gives Bub 80% of the time to reach the top, position 2 gives him 50%, and position 3 a mere 30%.

Bonus objects
There are 80 different bonus objects – from the Green Pepper (worth ten points) to the Money Bag (worth 10,000). Bonus points can be collected by either walking into them or using a rainbow. Bonus objects are usually left behind by enemies hit with your rainbow's star. A maximum of eight bonus objects can exist on the screen at any one time, and no more will be produced until other objects or enemies are removed. A bonus object appears on screen for 20 seconds, but all on-screen bonus objects disappear when the 'Hurry!' message appears.

Hidden bonuses
There are many hidden bonus objects scattered around the island. Magic rainbows thrown out in front of platforms and bushes make them appear, so don't be afraid to throw the odd rainbow around as you progress. When a hidden bonus object is collected, it forces the next object in the sequence to appear. When the Money Bag's been collected the sequence goes back to the Green Pepper. Also, Money Bags and red/yellow magic stars will make all hidden bonus objects appear in one particular form.

Gems
If an enemy's crushed by a rainbow it will leave behind a gem (which remains on screen for three seconds). Enemies also leave gems behind if hit by a magic star. Gems are worth 700 points.

Level Four – Toy Island

Skeleton
There are two different types of bad. The skeleton is harmless, but turns orange when angry. The orange one is deadly. Chuck a rainbow at a skeleton to make it explode.

Ghost
Bounces around in a similar manner to the skeleton. It gets angry very quickly, so treat with extreme caution.

Magic Hand
Appears hanging from a string and comes after Bubby when close enough. Stops regularly to check your position before flying at you.

Clown
Watch out for this chap, as he bounces unexpectedly from the bottom of the screen then bounces around at 45-degree angles. Keep moving.

Water Pistol
Identical to the Werewolf but faster. Moves back and forth across a platform, firing blasts of water at intervals – don't try to sneak past them.

Othello
You'll encounter Othello in pairs – black and white. They spend most of the time bouncing into each other.

Toe-hold
These don't actually move but 'extend' when Bubby gets close. They're usually found blocking your path, though, so kill them before the screen gets busy.

Boss: Big Clown
Not that difficult to kill. He bounces around the screen at 45-degree angles, firing out four smaller clowns. Follow him back and forth, dodge the smaller clowns (don't kill them) and keep shooting.

Level 4-1

Level 4-2

Level 4-3

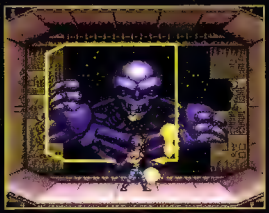
Level 4-4

Q&A

All your gaming problems solved!

Dear TOTAL,
I've just bought Super Probotector for my SNES and I think it's absolutely, gob-smackingly, amazingly brilliant. But the only trouble is, I can't get past the guardians at the end of level three. I can make it past the chopper with the searchlight, and I've made it past the two big robots at the end, but then the giant robot beats me and I couldn't beat the two robots again. Please help.
Peter Taylor, Norwich.

Dear Petey,
You do it like this. Pick up the homing gun just before you go in, climb up one side and shoot at



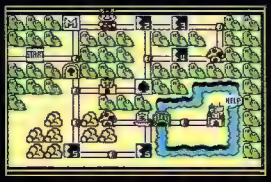
Follow the route that we've shown with the arrows and you'll soon crack this big nasty.

the two robots. As they start to move towards you, scurry across the top to avoid them, and scurry back when they change direction. Use the same method when their bodies blow up. Use your bombs on them as well, as they're pretty tough.

When the big guy appears, stand underneath his head and shoot up at it. When his eyes glisten, head clockwise around the screen, staying ahead of the laser things. Drop down when you reach the brown panel in the ceiling. Step left and and shoot the head as before. When it breathes fire, go clockwise around the screen ahead of the flames and drop down from the brown panel again. Keep to this method and the head's easy to beat.

Dear TOTAL,
How do I get to the Ghost Galleon in Super Mario Bros 3? I've seen it once but couldn't get it again. Can you help me?
Timothy Spang, Thrushton.

Dear Tim,
If you did miss our solution in ish 3, here's the lowdown on how to do it. Enter world 1-1 and collect a number of coins which is a multiple of 11 (like 33, 66, and so on). Then make sure that the last but one digit on the scoreboard is the same digit as the coin meter. So if you've got 55 coins your score should be something like 24050. Now move to the end of the card block at the very end and jump up just as the clock changes to an even number (2, 4, 6, or 8). A Hammer Brother should then change into a Ghost Galleon. Wahay!



TOTAL! CHALLENGE

Try our challenges to spice up your old games. Once you've cracked 'em, send us your own tricky tests.

PILOTWINGS, SNES

The first challenge is to qualify for the second round of Pilotwings by flying only the parachute. Impossible? Well, you might think so, but what you have to do is land your parachutist on the moving target. This will take you to a bonus round – the high-diving penguin. Land the penguin in the middle of the pool and you'll have enough points to qualify without flying the plane. Go on, have a go!

Mastering the diving penguin shouldn't be too tough but actually getting to this screen is a much tougher test of skill.

TETRIS, GAME BOY

Everyone's got Tetris and if, by some strange unnatural mutation, you've become bored with the game already, why not give some of these TOTAL challenges a go to make the game a bit more interesting.

1 Make a letter on screen from the tetrads (no 'I's or 'L's, though) and then try to clear the screen in the usual way. See what the highest level is you can do it on.

2 As soon as the game starts, let the first five blocks drop without moving or rotating them, then try to play the game as usual. Tricky!

3 Probably the trickiest way of playing Tetris is not to rotate any of the blocks at all – just move them across the screen.

SUPER MARIO BROS, NES

Finish the first level of SMB1 without losing a life, without scoring any points, and in the fastest time possible. Hit pause as soon as you touch the flag – the points don't register on the scoreboard – and you can see your time. Best in the TOTAL office was Jim, who finished with 336 left on the clock!

Send your challenge to us at: TOTAL! 30 Monmouth Street, Bath, Avon BA1 2BW

My challenge is for:

☐ **Game Boy** ☐ **NES** ☐ **SNES**

Name

Address

Tel

CHEAT CART CODES

GAME GENIE CODES

To use these codes, you'll first have to get yourself a Game Genie, and then enter the codes when you switch on your NES. Game Genie owners can also get codes from Mark on the Game Genie Hotline which is open until 7pm every weekday. The number is (0843) 231088.

NES TRICK

DEFENDER OF THE CROWN

AAEOKOAA – Knights for free
AAEOSOYA – Catapults for free
AAEOVPGO – Castles for free

BATMAN

EXGOTO – Running enemies freeze when they are shot
EEEPOTPA – Full energy heart
SOPZEA – One shot to kill boss

BLUE SHADOW

VKPZXP – Super jump
XLTIGA – No baddies

CAPTAIN PLANET

EOPSZZ – Press select to become invincible
LAGKIS – Walk through wall

LUNAR POOL

IIIIIG – Balls bounce wrong way

BART VS SPACE MUTANTS

OPSYVUGA – Floating jump
PAXNGYAE – One life for every coin

GAME BOY ACTION REPLAY CODES

GB TRICK

GREMLINS 2

0102C5C0 – Infinite lives
0C08C7C0 – Always have pencil

SKATE OR DIE

040A12CE – Infinite energy
020323CD – Infinite lives

R-TYPE

0104EDD0 – Infinite lives

BART SIMPSON – CAMP DEADLY

0302948C9 – Infinite lives

DOUBLE DRAGON

083898C4 – Infinite energy
010399C4 – Infinite lives

THE ADDAMS FAMILY

020565C0 – Infinite lives

CASTLEVANIA ADVENTURE

080A19C5 – Infinite energy

F1 RACE

08309AC3 – Infinite turbos

TURRICAN

0103DDC5 – Infinite lives
010301C5 – Infinite bombs
0103FEC4 – Infinite grenades
010304C5 – Infinite splitting lines

SNES ACTION REPLAY CODES

SNES TRICK

AXELAY

7E005E03 – Infinite lives
7E1E620X – Start from any level (change X to level number)

FACEBALL 2000

7EBD103 – Infinite lives

SKÜLJAGGER

7E17C305 – Infinite lives

SUPER DOUBLE DRAGON

7E00DC02 – Infinite lives (screen corrupts for a few seconds)

SUPER ADVENTURE ISLAND

7E0300D2 – Infinite lives
7E0D6C10 – Infinite time

TURTLES IN TIME

7E1AA00X – Change X for number of start lives, player 1
7E1AE00X – Change X for number of start lives, player 2

Any idea which Turtle uses a huge cotton bud as a weapon? No, we haven't a clue, but you'd think he'd use a clean one.

SUPER ALESTE

7E015202 – Unlimited smart bombs
7E015702 – Infinite lives

ACTRAISER

7E001002 – Infinite lives
7E001D08 – Infinite energy

SUPER SMASH TV

7E189906 – Keep power up until you collect another one

SUPER BATTLE TANK

7E049E42 – Infinite 120mm cannon
7E04A001 – Infinite laser-guided missiles

Send your cheat codes to us at: TOTAL! 30 Monmouth Street Bath BA1 2BW

My codes are for: (tick one)

☐ GB Game Genie ☐ NES Game Genie ☐ SNES Game Genie
☐ GB Action Replay ☐ NES Action Replay ☐ SNES Action Replay

Game	Code	Effect

Name

Address

Tel

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Buying? Selling? Just want to see your name in print? This is where it's all at!

● Action Set, NES and two controllers, Zapper and five games, worth £280, sell for £140.
Tel: (0202) 470646

● NES for sale, four games: SMB1, SMB3, Gauntlet II and Time Lord. Only £120
Tel. (0483) 486871

● Sega Master System Plus with games. Costs £120 new, sell for £55. Nintendo Mario 3 plus Link. £65.
Tel: (0556) 64280

● NES for sale, including NES Advantage, four games. Turtles, Airwolf, Double Dragon II, Snake, Rattle And Roll. Nine months old. Worth £220. £80 ono.
Tel: (0438) 832884

● Game Boy, carry case and T2, Mario 1, Faceball, Aeroster, Tecmobowl, Golf, Paperboy, Tetris and Battletoads. Cost £290, sell for £150. What a bargain!
Tel: (0223) 277086

● Mirac e Piano keyboard/teacher for NES – half price, as new, boxed: £125. NES Swords And Serpents: £15. Competition Pro Contro ler: £10.
Tel: 081-940 5969

● **NES for sale in great condition + eight games, including SMB2 + 3, Turtles, Blades Of Steel and World Cup Soccer. Worth £325, will sell for £155 (plus seven Club Nintendo mags).**
Tel: (0793) 772824

● Tetris (GB) for sale, boxed: £5 ono.
Tel: (0727) 869604

● Look!! NES for sale, two controllers, SMB1, SMB3, Duck Tales and Zapper gun. Only two months old, barga n at £100.
Tel: (0422) 367705

● NES games, only £50! Wrestlemania Challenge, World Cup, Rygar, Spy Vs Spy. Call Simon.
Tel. (0582) 832200

● Amstrad CPC 464 with colour monitor and 35 games, brand new. Worth £350, sell for £150 ono.
Tel: (0494) 778961

● Game Boy games – Paperboy 1 and Rescue Of Princess Blobette: £12 each.
Tel: (0491) 38814 (evenings 6-9 pm)

● SNES 5F2 pack for sale, boxed, as new, unwanted gift. Still under guarantee and warranty. £130 ono.
Tel: 081-551 1335

● Boxed Game Boy, 16-in-1 game cartridge and four separate boxed games. Will sell for £170 ono.
Tel. (0977) 684698

● NES for sale, five great games, including SMB1 and 2 + Advantage joystick + gun: £100. Also, 11 games for sale. 'Phone for details.
Tel (0685) 811496

● **NES (excellent condition) with two control pads and Advantage joystick. Seven games (SMB 1 & 3, Mega Man 2, Kung Fu, Gauntlet 2, Double Dragon 2 and Turtles). Worth £300, sell for £170 (no offers). Ask for Craig.**
Tel: (0[illegible])

● Wanna buy some back issues of computer mags? I got Mean Machines, Game Zone... And cheap! Call now and ask for Lindsay! (Postage extra.)
Tel: 081-806 2361

● NES for sale + five games inc. two joypads, great condition, under one year old: £100 ono. Ask for Asad after 4.30 weekdays (except Friday).
Tel. 081-455 8422

● NES with NES Advantage, two joypads, and seven good games: £160.
Tel: 091-385 8209

● NES, NES Advantage, ten games: Mario 1, 2 + 3, Skate And Die, Simpsons v Space Mutants, Baseball, Zelda II, WWF, Goons 2, Fester's Quest.
Tel: (0276) 515460

● NES, two control pads, Advantage joystick + eight games (SMB3, Mega Man 2, Bural Fighter, Simpsons v. Mutants, etc.) Cost £425, offers wanted. Ideal Christmas present. Phone Andrew.
Tel: (0224) 641662

● Yo! I have Operation Wolf (£8) and Great Baseball (£6) for the Master System. Please ring.
Tel: (0252) 310996

● NES, with SMB1 + 3, Kick Off, Turtles, Swords And Serpents, Turbo Racing. Also, Game Genie and Powerpad with slow action. In vgc. Worth over £300, will sell for £200 ovno.
Tel: (0702) 600280

● Sinclair games, not cover tapes. 30 games in all: £30.
Tel: (0638) 580244

● NES Quickshot joystick and controllers. Four games, T2, Track And Field 2, Kick Off and Caveman Ninja. Swap for SNES and one game (or more). Good condition!
Tel: (0483) 765884

● NES games for sale: Mega Man 2, Probotector. £20 each.
Tel. (0272) 699632

● Castlevania Adventure, rated 89% in TOTAL! As new, in excellent condition. £10, no offers.
Tel: (0993) 843270

● For sale – NES + Super Mario Bros: £40. Also, NES games – Star Wars: £35. Kick Off: £20. Jack Nicklaus Golf: £20. California Games: £25. Super Mario Bros 3: £35. All in perfect condition, with box and instructions. Price includes postage and packing.
Tel: (0262) 671434 (after 6 pm)

● **NES with seven games: SMB 1, 2 + 3, Duck Tales, Zelda 1, Tetris and Donkey Kong. Only 12 months old. £150.**
UK Sega Mega Drive with three games: Sonic, Castle Of Illusion and Zoom, four months old. £130.
UK SNES game: Super R-Type. £20. All boxed, as new, with instructions.
Tel: (0283) 60[illegible] (after 7 pm)

● Game Boy swap. Gremlins 2, Kwirk, Alleyway, Fortified Zone and Castlevania II for Dr Franken, Bart Simpson (Camp Deadly), Nemesis or Batman. Will consider two-for-one.
Tel: (0603) 405304

● Game Boy cartridge Swap. I have Roger Rabbit and Dick Tracy. Will swap for Batman 2, Hit The Ice or Super Mario Land.
Tel: (0252) 310996

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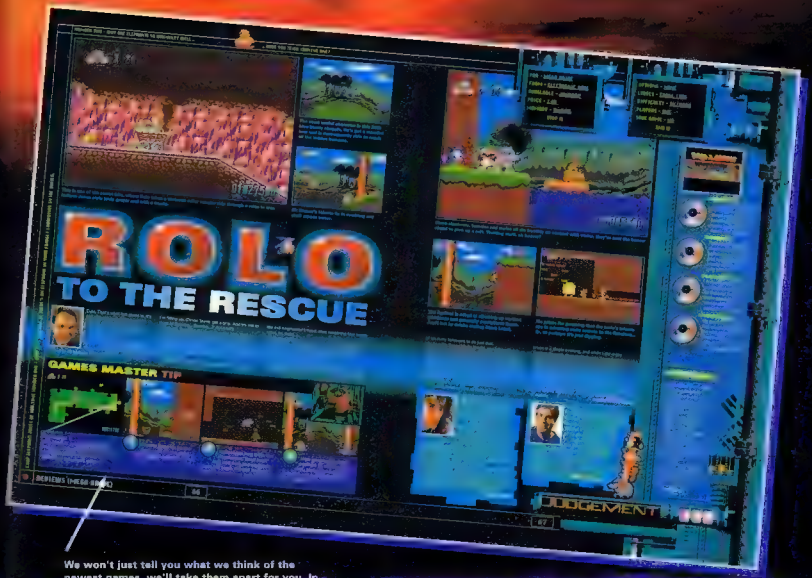
The dawn of the Steam Punk age?
MEGA DRIVE: MICRO MACHINES
Future Publishing
4

Included with issue two you'll find an immensely pleasant and very high quality 3D feature. There's a poster, complete with several 3D images, and, of course, the glasses to go with them. These glasses also tie in neatly with a forthcoming 3D feature to appear on the GamesMaster TV programme, thus cementing the already strong link between the popular show and the magazine.

It's crazy, it really is. Just look at how much has been crammed into this already over-large magazine. All the news from the entire industry, as well as the best in reviews, previews and of course numerous appearances by that self-styled wizard of the code, the GamesMaster. There's so much going on, it'll make your nose bleed.

...IS NOW ON PAPER!



We won't just tell you what we think of the newest games, we'll take them apart for you. In GamesMaster you'll see the best bits, the worst bits and the bits no-one else can get to. Our team is the finest, and we also call on the top guest reviewers from other mags. You can't fail with us

GamesMaster Magazine is an all-new games guide from Future Publishing. We've teamed up with the people behind the GamesMaster TV show to produce the smartest, liveliest and most informative reading experience ever! If you like the TV show, you'll love the mag, because each issue will give you a month's worth of concentrated GamesMaster excitement!

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We [illegible] on both official and grey import releases, and giving a full release schedule for the whole of 1993. GamesMaster: now you're able to hold it in your hand.

SECOND ISSUE IS ON SALE THURSDAY 21ST JANUARY

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TOTAL! RECALL

The definitive guide to Nintendo games (and what we think of them)

NES

What is it about TOTAL Recall that makes people want to jump in the air, dance around in gay abandon and shout 'hallelujah!' from the rooftops? There's no denying it: TOTAL Recall can change your life (and save you dosh).

4 PLAYER TENNIS — Asmik — £35
1-4 players
This is an okay tennis sim with a few new ideas – like the four-player option – but it's ruined by bad controls and iffy gameplay. You've got lots of different shots, but collision detection is awful and playing at the far end of the court is awkward.
53% (issue 10)

A BOY AND HIS BLOB — Nintendo/Absolute Ent — £35
1 player

Some good, original ideas, tidy back drops and neat animation, but there's only two levels, lots of wandering around and not much action. Pretty slow and pretty dull.
35% (issue 2)

ACTION 52 — Active Enterprises — £20
1 player
It's a truly engrossing, highly playable quest which offers tremendous value for money. Slice 'n' dice action breaks up the adventuring, and there's plenty to discover. This really is lovely stuff!
92% (issue 1)

ADDAMS FAMILY — Ocean — £43
1 player
This film licence is pretty playable at first, with some intriguing but solvable puzzles, but it's marred by poor collision detection, average sound 'n' piccies, and a quest you could finish with in a week.
55% (issue 7)

ADVENTURE ISLAND II — Hudson Soft — £43
1 player
This is a simplistic game which needs more to do and more going on to be any fun. There are loads of levels, admittedly, but they're all too basic.
57% (issue 9)

BAD DUDES — Ocean — £25
1-2 players

A platform beat 'em up, similar to Double Dragon but even worse. Bad animation, bad sounds, bad gameplay – Bad Dudes is bad all over.
39% (issue 13)

BATMAN — Sunsoft — £45
1 player
There are five massive levels to this tough platform game, plus over 15 different baddies to batter and loads of things to discover. Beautiful backdrops and a bat-dude with smooth moves make it a must.
81% (issue 1)

BATMAN – RETURN OF THE JOKER — Sunsoft — £45
1 player
This may be packed with luscious graphics and have a nice variety of game styles, but it's badly let down by sluggishness and unresponsiveness.
64% (issue 12)

BATTLE OF OLYMPUS — Nintendo/Imagineer — £20
1 player
It's a truly engrossing, highly playable quest which offers tremendous value for money. Slice 'n' dice action breaks up the adventuring, and there's plenty to discover. This really is lovely stuff!
92% (issue 1)

BAYOU BILLY — Konami — £25
1 player
This is an atrocious mish-mash of ripped-off game styles that, without exception, do no justice to the source from which they were taken. All in all, this must surely be the worst Zapper game ever created.
22% (issue 4)

BLADES OF STEEL — Konami/Palcom — £35
1-2 players
The graphics aren't so hot, and there are too many annoying in-between screens, but it's a highly playable two-player ice hockey sim you're after, Blades Of Steel's icy action will keep you going for months.
81% (issue 3)

BLASTER MASTER — Sunsoft — £40
1 player
Definitely one of the better games of its type, with neat graphics and plenty of exploring to do. It just goes on a bit and fails to cough up any passcodes.
71% (issue 6)

BLUES BROTHERS — Nintendo — £35
1 player
Some good, original ideas, tidy back drops and neat animation, but there's only two levels, lots of wandering around and not much action. Pretty slow and pretty dull.
58% (issue 2)

BLUE SHADOW — Taito — £23
1-2 players
A platform hack 'em up with 8 clones forcing its way out of every pore. With amazing graphics and a huge amount of varied enemies and backdrops, it looks like a classic.
74% (issue 4)

BOULDER DASH — First Star Software — £30
1-2 players
24 levels of brain-busting, diamond-collecting, boulder-dodging action. It's addictive, it's challenging, and it looks better than ever.
90% (issue 1)

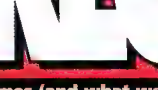
BUBBLE BOBBLE — Taito — £30
1-2 players
This classic has 226 levels of the most frantic, addictive platform action you've ever chucked at you. A two-player option is the icing on the cake of an almost perfect arcade conversion.
80% (issue 1)

THE BUGS BUNNY BIRTHDAY BLOWOUT — Kemco/Seika — £45
1 player
A platform 'romp' with jerky scrolling, crap graphics, yawnsomely repetitive levels and a bonus game that awards up to 50 extra lives. Oh dear.
31% (issue 4)

CAPTAIN PLANET — Mindscape — £23
1 player
The environment's having a bad time of it. Defeat the polluters in this scrolling shoot 'em up and maze exploration game with brilliant animation and a varied challenge.
70% (issue 3)

CAPTAIN SKYHAWK — Nintendo/Rare — £35
1 player
Super-smooth graphics and adrenaline-inducing action make this a superb all-round blast 'em up. Each mission features three varied stages, with loads of power-ups.
83% (issue 1)

CASTELIAN — Sales Curve — £36
1 player



A frustrating but enjoyable platform climb 'em up. It's difficult to get the hang of at first, but when you do you just want to get back up and try again.
71% (issue 8)

CASTLEVANIA — Konami — £30
1 player
This medieval whip 'em up is a big, fun game that's easy to get into, although the gameplay is rather repetitive and restart points are badly placed. If you can ignore these flaws, though, you'll probably get a lot of fun out of this.
71% (issue 7)

CASTLEVANIA II — Konami — £30
1 player
Although similar in looks to the first game, Castlevania II is actually much more of an adventure game. The action is a bit repetitive, but there's a lot more to think about and if you can keep going you'll like it.
61% (issue 7)

CASTLEVANIA III — Konami — £40
1 player
The best of the NES Castlevania series. A meaty beat 'em up with brilliant graphics and loads of action to get your fangs into. The gameplay can get a bit repetitive, though.
80% (issue 7)

CAVEMAN NINJA — Elite — £35
1 player
This looks pretty good but unfortunately it plays bad. With gorgeous backgrounds and massive end-of-level dinosaurs it might look scrumptious, but it's spoilt by a badly structured difficulty level and gameplay which is seriously repetitive
67% (issue 4)

CHIP 'N' DALE RESCUE RANGERS — Capcom — £45
1-2 players
You can play this simultaneously with a friend (which can prove to be both a help and a hindrance), and with great graphics, great gameplay and great guardians, it's a great deal of fun (if a bit too easy)
81% (issue 4)

DEFENDER OF THE CROWN — Palcom/Konami — £25
1 player
You play one of six knights on a quest to become the new monarch – you have to raise armies, then use your cunning and skill to decide who to attack first. It sounds good, but it doesn't really cut the mustard.
71% (issue 1)

DEFENDERS OF DYNATRON CITY — JVC/Lucasfilm Games — £40
1 player
What a cruddy little game this is. It's fairly big, but who cares, when it looks awful, sounds worse and has all the playability of a breeze block. Very basic, two-dimensional stuff.
96% (issue 12)

DIE HARD — Activision — £35
1 player
Die Hard may look a bit on the tatty side, but get past the graphics and you'll find a neat game hidden inside. Realistic and engrossing gameplay makes it a tense, exciting game, well worth climbing 35 flights of stairs for.
78% (issue 7)

DIGGER T. ROCK – THE LEGEND OF THE LOST CITY — Milton Bradley — £35
1 player
This dig 'em up is smoothly presented, with colourful graphics and some slick animation. There's lots of exploring to do and loads of stuff to discover, but it's deathly dull! The levels are too big and it's too frustrating to be fun.
58% (issue 1)

DISNEY'S ADVENTURES — Capcom — £43
1 player
Mickey's no Mario in this collection of five badly-done, substandard sub-games with a flimsy Disney connection. Basic and full of glitches.
44% (issue 10)

DIZZY — Code Masters — £30
1 player
Egg-shaped superhero Dizzy stars in this massive arcade adventure which not only provides a meaty challenge but looks and sounds great. Lots of variety and lots to discover. Smashing!
90% (issue 12)

DRAGON'S LAIR — Elite — £35
1 player
Dragon's Lair features lots of intriguing puzzle elements (until ke the laser-disc arcade version). Although it's a bit straightforward, it's definitely an improvement over the cartoony, and the animation (especially on Dirk the hero) is pretty amazing.
83% (issue 3)

DONKEY KONG CLASSICS — Nintendo — £25
1 player
This features Donkey Kong and Donkey Kong Jr, two ancient Mario platform games. They're almost exactly the same as the original, but in this case that's not much of a compliment because both games are showing their age a bit now.
60% (issue 5)

DOUBLE DRAGON III — Acclaim — £45
1-2 players
With repetitive gameplay and appa ling collision detection, Double Dragon II is no improvement over the first two games in the series. About the only thing go ng for it's that it's tough, but you'll probably get bored before you finish it.
36% (issue 11)

DUCK HUNT — Nintendo — £30
1 player
Duck Hunt is a mildly entertaining Zapper game with two different games included – there's duck shooting and clay pigeon shooting. It's fine if you get it free with the Action Set, but don't buy it separately
43% (issue 4)

DUCK TALES — Capcom — £45
1 player
If you're a Disney fan then this is the game for you. It's a standard running and jumping game, but very playable, with good animation and groovy characters. It's rather lack ng in originality, though – you've probably already got several slim lar games.
69% (issue 2)

DYNABLASTER — Hudson Soft — £40
1-2 players
If you've got friends, this is simply unmissable – probably the best multiplayer game ever invented. It looks nice too (despite the slow-down)
90% (issue 13)

ELITE — Imagineer — £40
1 player
Although it came out back in 1984, Elite is still unbeaten in terms of sheer playability. It's a sort of shooting trade 'em up – you have to explore the universe, buying and selling goods to make a profit, as well as trying to stay alive. Huge, absorbing and tough.
96% (issue 11)

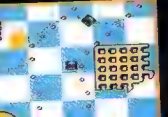
FAXANADU — Nintendo — £23
1 player
Huge adventure in the Zelda mould, full of tough puzzles and little blokes tell ng you where to go. Great to look at and even better to play
88% (issue 13)

Recall Top Ten – the best of NES

SUPER MARIO BROS. 3 — Nintendo — £40
1-2 players
Eat your heart out, Sonic! Even this eight-bit version of Mario's adventures puts the blue rodent to shame. With oodles of levels, there's plenty of exploring to do even when you've completed it.
98% (issue 1)

BATTLE OF OLYMPUS — Nintendo /Imagineer — £20
1 player
Better than a lifetime membership of the Scouts! This game's just as big as the great outdoors (but you don't get wet!) and you even get a real sword to play with! Why not give it a bash?
92% (issue 1)

MICRO MACHINES — Code Masters/ Hornby — £33
1-2 players
This race 'em up is probably even more fun than the real thing! Even when the novelty factor's worn off, it's still the most addictive and playable NES racer. (And it's cheap, too!)
92% (issue 9)



Cor! Micro Machines has got one of those new-fangled carts! (And the racing's not bad, too!)

LOW G MAN — Nintendo Taxan Group — £20
1player
It's the old story – the human race is living together in peace, harmony and unlimited supplies of choccy biccies, and along comes a bunch of aliens to mess things up. That's enough to ruffle the feathers of even the most tolerant NES owner, and Low G Man is payback city, man!
94% (issue 2)

F-15 STRIKE EAGLE M rocpose
1 2 players **£35**
An above-average flight sim with all the usual features. Graphics are none too spectacular, though and neither is the sound. This won't have you leaping out of your seat.
56% (Issue 9)

FERRARI GRAND PRIX CHALLENGE Accla
1 player **£40**
With more control this would be a good buy. Building you own car and a button bashing pit stop are nice ideas, but they don't save the game.
61% (Issue 9)

THE FLINTSTONES Taito
1 player **£45**
An initially impressive platformer with lovely cartoony graphics and clever obstacles to overcome but bad collision detection and a too-fiddly find will soon get on your nerves.
46% (Issue 10)

GALAXY 5000 Activision
1 2 players **£30**
Futuristic racing with the added bonus of being able to blast the other racers off the track. It's absorbing enough, but the poor control method is frustrating and limits playability.
52% (Issue 7)

GAUNTLET II M ndscape
1-4 players **£25**
With excellent digitised speech, ultra-smooth scrolling and simultaneous four player action it is an ace arcade conversion. Gauntlet is a most perfect arcade conversion. And with over 100 levels it'll last a good while.
88% (Issue 1)

GHOSTBUSTERS II
Hall Laboratories nc
1 player **£35**
Some decent graphics and a nice variety of equipment to play with, but strangling bland and suck-em-up but it's far too easy and goes on a bit. Bury it for your kid brother maybe.
53% (Issue 5)

GOAL! Jaleco
1 2 players **£40**
It's easy to see why the Yanks are so pathetic at the game. Lousy graphics, abysmal sound effects, slow and confusing gameplay. Goal's unrealistic and very frustrating.
35% (Issue 1)

GREMLINS II Sunsoft
1 player **£30**
Not only is this a fiendishly challenging platform shoot-em-up but it's a stunning looking game as well with scrumptious graphics which could almost be stills from the film. However, the gameplay eaves a bit to be desired.
73% (Issue 5)

GUMSHOE Nintendo
1 player **£30**
This is more like a Mario game than a Zapper one in which you have to shoot the hero to make him stop over platforms and avoid enemies. Fairly entertaining stuff, but it's a bit too versatile for long-term fun.
75% (Issue 4)

HOGAN'S ALLEY Nintendo
1 player **£30**
Same sort of point'n'shoot action as Duck Hunt but this time you're a trainee cop who has to hit the targets and avoid shooting innocent civilians. Good fun but still not enough variety to keep you playing.
64% (Issue 4)

HOOK Ocean
1 2 player **£45**
This is a really neat movie licence, a bit like Star Wars in structure but much sweeter to play. could be a bit faster though, lovely between scenes music, bright clear graphics and a real feel for the characters
84% (Issue 6)

It takes AGES to better the Super Nintendo

Now that Christmas is well and truly over, the Nintendo vs Sega arguments will be flying harder and stronger than ever. There will have been plenty of mugs who got M*** P***s for Crimbo, and to hide their jealousy they're probably giving SNES newlyweds a hard time. If you haven't sussed the obvious advantages of a SNES by now, here's a bit of verbal ammunition against the usual arguments:

NO The Mega Drive has got over 100 games out for it and the SNES has only got about 30.
SNES Considering how long the MD has been out, it's got very few games that are any good. The SNES, however, has got a much better ratio of good games to bad.

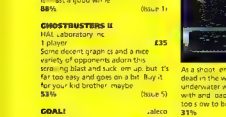
NO The SNES has got a slower CPU than the Mega Drive.
SNES What's the point of things moving quickly if there's no gameplay? May I present to you Exhibit A: Sonic The Hedgehog (boooh).

NO All the games that are any good on the SNES are available on the Mega Drive.
SNES Rubbish! Mario and Street Fighter 2 are just two examples. And any games that have been converted to the Mega Drive have suffered badly. NHLPA Hockey, Sega goes game, is now on the SNES and is oodles better!

NO You can get the Mega CD for the Mega Drive.
SNES Well, that's a worthwhile investment, isn't it? It costs over £250 and has virtually no software. For the same money you could get yourself a Street Fighter 2 pack, an extra joypad, and another two decent games.

Now that you've put them firmly in their place, quickly go in for the kill. Root out a copy of TOTAL Issue 5 for all the figures, then sit back and watch 'em sweat. We know the MD can't match looks, sound, and gameplay, so who laughs last...

HUNT FOR RED OCTOBER Hi-Tech Expressions
1 player **£43**



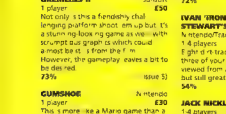
As a ghost emerges Red October is dead in the water. There's lots of underwater weaponry to play around with and loads of enemies, but it's far too slow to be effective
31% (Issue 7)

ISOLATED WARRIOR Nintendo/Kemco
1 player **£35**
Spooky alien graphics but loads of power-ups give this 3D shoot'em-up bags of atmosphere. Huge enemies tend to drag on but it's fast, furious fun
72% (Issue 1)

IVAN 'IRON MAN' STEWART'S SUPER OFF ROAD Nintendo/Trade West
1-4 players **£30**
Eight different tracks await you and up to three of your chums, with the tracks viewed from above. It's far too easy, but still great fun with friends.
54% (Issue 1)

JACK NICKLAUS GOLF Konami
1-4 players **£35**
Despite data led views and loads of features, this stops dead by inaccurate putting and the feeling that your shot depends on chance. Good but flawed.
57% (Issue 4)

KABUKI QUANTUM FIGHTER Hi-Tech
1 player **£20**



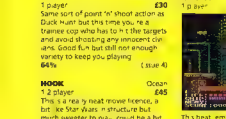
This beat-em-up-type platformer with nifty graphics is similar to Bubble Bobble but the levels are badly designed and it's a very average
71% (Issue 13)

KICKLE CUBICLE Nintendo/Ireni
1 player **£43**
A novel puzzler needing brainpower and fast reactions. Great graphics and sound add a lot to the easy and even the harder levels won't last long
62% (Issue 4)

KICK OFF Anco
1-2 players **£36**
It's almost beautiful for words. Fast action with plenty of classic footy moves to test you, good scrolling all as to the ball. Playable and challenging. This really is a remarkable game
93% (Issue 4)

KONAMI HYPER SOCCER Konami
1-2 players **£35**
Fast and exciting, this is a near perfect conversion of an impressive arcade game. Simple controls make for good two-player action, although it's a bit easy once you get the hang of it.
83% (Issue 6)

LEMMINGS Ocean
1 player **£43**



The world's most suicidal bunch of wankers have to help the NES with this puzzling gameplay. Hilarious. Which is more than can be said for the animations, as you try and guide the furry rodents to safety through a thicket of dead-y obstacles. With four difficulty levels this is going to last
85% (Issue 11)

LITTLE NEMO Capcom
1 2 players **£35**
This platform adventure looks and sounds great. Don't be deceived by cuteness, though – it's a real challenge
77% (Issue 8)

LOW G MAN Nintendo Taxan Group
1 player **£20**
Low G Man is fast – furious with vast levels, beautifully drawn graphics and a funky soundtrack. Add to this the brilliant weapons and gadgetry and you've got a real no-brainer. It's huge in playable and it's large music swoonsome stuff!
90% (Issue 2)

MANIAC MANSION Jaleco/Lucasfilm Games
1 player **£55**
An ancient menu-driven arcade adventure game revamped for the NES. The graphics are humorous, the puzzles are vegan-ous and you get to control several characters at once.
83% (Issue 3)

MARBLE MADNESS Milton Bradley/Rare
2 players **£40**
A thought-in-an excellent graphic conversion of the ancient arcade classic there are only six levels which are a pretty easy. For real fans only.
56% (Issue 4)

MAXIVISION 15 Maxivision
1 2 players **£60**
What a load of rubbish. 15 games in one cartridge may seem tempting but you won't believe how bad they are. None of the games are any good and some are appalling. £60? A rip-off!
27% (Issue 10)

MCDONALDLAND Ocean
1 player **£40**
This isn't a particularly original platformer apart from the nifty slide-down rails, but it looks okay and is actually rather playable
77% (Issue 12)

MEGA MAN Capcom
1 player **£35**
Tough, merciless and unrelenting. Mega Man is a mean platform shoot-em-up with a incredibly hard levels and no password system. If you've got a low threshold for pain beware
68% (Issue 8)

MEGA MAN 2 Capcom
1 player **£45**
Not as tough as Mega Man and better all round. Bright and funny with few big gameplay moans or monsters, and a friend-ly structure
83% (Issue 5)

MEGA MAN 3 Nintendo/Capcom
1 player **£40**
Better than previous Mega Mans – the difficulty level's about right this time. Tough gameplay, smooth graphics and lots of baddies. Megatastic
87% (Issue 10)

MICRO MACHINES Code Masters/Mentrix
1 2 players **£33**
This miniature racer's fun, fast and fab, with real-life gameplay complexities, tracks and brilliant handling. It's small but it's perfectly formed!
92% (Issue 9)

MISSION IMPOSSIBLE Paldom
1 player **£40**
Your mission is to wander around totally pointless doing lots of spy-type things like shooting people and forging secret passes. If you parse were, there's a pretty of fun to be had
79% (Issue 4)

NES OPEN GOLF Nintendo
1 2 players **£35**
A brilliant golf sim that doesn't break any new ground but with loads of features, testing courses and tough opponents it's both fun and realistic
86% (Issue 10)

NEW ZEALAND STORY Ocean
1 2 players **£40**
A stunning arcade conversion from Ocean. Tik, Kiwi hops and floats around platform-filled levels riddled with nasties and just wait until you see the guardians. It's a hit
93% (Issue 1)

NORTH AND SOUTH Nintendo
1 player **£35**
Some good, original ideas, tidy black drops and neat animation, but there's only ten levels – lots of wandering around and not much action. Pretty slow and pretty dull
53% (Issue 2)

OPERATION WOLF Taito
1 player **£30**
A crap hightype game that's too bad for words. The screen flashes horribly when you pull the trigger, making this intensely irritating as well as boring
39% (Issue 10)

PARASOL STARS Ocean
1 player **£30**
This is a great arcade game which we'll have you hooked the moment you push your first baddie with a brolly. Cute, odd clue and tough.
91% (Issue 13)

POWER BLADE Taito
1 player **£25**
Despite some rip-roaring sound effects and impressive-looking baddies, this game's a bit of a dodder. You get to the way through it in about a week.
49% (Issue 2)

PROBOTECTOR Konami
1 2 players **£25**
Probotector is the NES vers on of the classic Contra, but with different sprites. Although it's still a fantastic shooter as you could possibly wish for, with more challenges than you could wave an enormous stick at.
85% (Issue 4)

PUNCH OUT Nintendo
1 player **£30**
Based on a coin-op which had special attachments for easier punching, the typical of ever NES version of this classic boxing sim loses some of the feel of the original. It may be one of the best NES sports games around, easy to get into and with nice big sprites – but it's a smidgy too basic and simple to be a knockout.
74% (Issue 11)

RAD RACER Banda
1 player **£30**
Not a bad effort, but spoiled by average graphics and a time limit which surely stops right the 3D stuff. Over-demanding for beginners' needs but the game's too hard and the gameplay too repetitive for it to be anything more than a novelty.
66% (Issue 9)

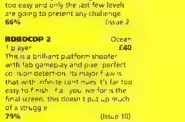
RAINBOW ISLANDS Ocean
1 player **£40**
Oh my word. Ocean have done it again! Like New Zealand Story they've produced an almost faultless conversion of an all-time favourite platform game with near-perfect gameplay and a brilliantly judged difficulty level. This is absolutely wonderful.
92% (Issue 5)

WRATH OF THE BLACK MANTA Taito
1 player **£23**
A platform fighting game that's got some pretty graphics but is a most totally unplayable. The hero does it he even looks at a bad guy. It's stupid.
42% (Issue 13)

RESCUE – THE EMBASSY MISSION Kemco
1 player **£30**
A great idea – you have to manoeuvre SAS men into an embassy besieged by terrorists. Sniping, absolving and bits of it to play, but boy is it dull.
48% (Issue 5)

ROAD FIGHTER Falcom/Konami
1 player **£30**
A very simple game, the kind of thing you'd play on an arcade for old times' sake. It's addictive and fun but looks awful, and a far too pr mitive
44% (Issue 6)

ROBOCOP Ocean
1 player **£40**



A fun, simple and brilliant game with lots of action and value to back it up. But it doesn't have the originality of Batman – it's too easy and only the last few levels are going to present any challenge.
66% (Issue 2

ROBOCOP 2 Ocean
1 player **£40**
This is a brilliant platform shoot-'em with fab gameplay and great perfect collision detection. Its major flaw is that with infinite continues it's far too easy to finish. Fair you we for the final screen, this doesn't put up much of a struggle.
79% (Issue 10)

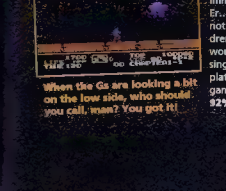
ROBOCOP 3 Ocean
1 player **£40**
This is a tough but intelligent game. Brute force isn't a good tactic here with clues to use as well. If you liked the original, you like this.
88% (Issue 13)

ROLLER GAMES Konami
1 player **£40**
A 21st century street sport, with a good mixture of hazard-dodging and shove-pushing to keep you coming back. Not brilliant, but good fun all the same
75% (Issue 2

SHADOWGATE Kemco
1 player **£25**
Another magical mystery tour to track down evil doers. There are plenty of places to visit and the puzzles are taxing too. This game would be fun if only you didn't keep dying.
74% (Issue 2)

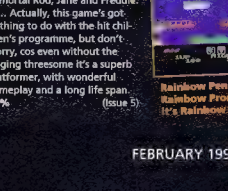
SHADOW WARRIORS Tecmo
1 player **£25**
The levels are huge and the graphics varied so it's sad that the frustrating gameplay and awkward controls make this a bleak mission to undertake – unless you're best 'em up mad
47%

THE SIMPSONS – BART VS THE SPACE MUTANTS Acclaim
1 player **£40**
Young Bart has to solve puzzles in order to collect various everyday objects from two levels of scrolling nasties. A simple but pleasing mixture and lots of humour make it a worthwhile game but it's tough and there's no password system. One for the pros
81% (Issue 1



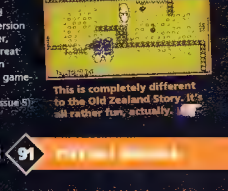
RAINBOW ISLANDS Ocean
1-2 players **£40**
Let Zippy & Bungie Tours whisk you away to the land of the immortal Rod, Jane and Freddie. Er... Actually, this game's got nothing to do with the hit children's programme, but don't worry, cos even without the singing threesome it's a superb platformer, with wonderful gameplay and a long life span.
92% (Issue 5)

When the Gs are looking a bit on the low side, who should you call, man? You got it!



Rainbow Peninsulas? Rainbow Promontories? No it's Rainbow Islands.

NEW ZEALAND STORY Ocean
1-2 players **£35**
Tiki's got to rescue all his Kiwi comrades who've been kidnapped by a manky old Walrus. This coin-op conversion is a terrific platform blaster, packed to the brim with great sounds and superb cartoon graphics. It oozes so much gameplay it needs a Kleenex!
93% (Issue 5)



This is completely different to the Old Zealand Story. It's all rather fun, actually.

SKATE OR DIE Pa com/Konami
1-2 players £25
You can skate you can die o you can do nothing and spend your cash on something better There are five subgames but none of them are very good and some really stink
52% (Issue 1)

SKI OR DIE Palcom/Konami
1-2 players £40
Ever get a sense of deja vu? Well Ski Or Die s just like Seaso Or Die With more winter Yet more forget table capers in five snow-capped events Best for stop players but even then it s noted a dud
53% (issue 2)

SNAKE, RATTLE 'N' ROLL
Nintendo/Rare
1-2 players £30

That s a cracking 3D isometric collect 'em up featuring two s thery snakes called Rattle and Roll The aim is to eat nous two player action s the real attract on in th s game, as the dynamic duo progre s s ever full of the prett est graphics you ever saw
90% (Issue 1)

SNAKE'S REVENGE Konami
1 player £35
A tricky Rambo-sty e m s on which n quire fun to beg n with but becomes mighty du ficult after you ve played it for a while The unforg ng mazey game play is weighed down even further by rea ly lame combat
44% (issue 6)

SMASH T.V. Acclaim
1-2 players £40
The impressive thing about th s game at the arcades was the vast number of enemies on screen at once The NES version has a most as many mak ng a really frantic blaster Not varied enough for long-term fun though
82% (Issue 3

SOLAR JETMAN – HUNT FOR THE GOLDEN WARPSHIP Nintendo/Rare
1 player £20
Build a go and explore 12 huge levels of a an blasting power up-collect ng jetpack thrust ng act on Wi h a mass of task and a password entry system shooting exp dre 'em ups don t come much better than this
92% (Issue 1)

SOLSTICE N intendo/Software Creations
1 player £20

Gob bing bing a-ploppy and dreamy animation comp ne to create a wonderful 3D fantasy world with over 250 rooms Unfortunately a wee bing your heroic character Shadax
90% (Issue 11)

STAR WARS /VG/Lucasfilm Games
1 player £30
This is mainly a platform shoot 'em up with a few spaceships b to throwin n The graphics are wonderful and the playab ity is superb and you can play as Luke or one of h s buddies
88% (Issue 3)

STREET GANGS Nintendo
1 player £35
Some good ong nal ideas t dy back drops and neat animat on, but there's only two eve s, lots of wandering around and not much action Pretty slow and pretty dull
55% (Issue 2

SUPER MARIO BROS. 2 Nintendo
1 player £40
More varied than the first Super Mario game but not as good as SMB3 Not bad, for the Mario weak ampw and ieve but you collect on wouldn t be comp ete without it
75% (Issue 5.

SUPER MARIO BROS. 3 Nintendo
1-2 players £40

If you haven t got this one yet throw a tantrum, go mental get a job and do anything to get it your collec tion This is the most stunning platform game you ll NES ever see Its flippin' gorgeous!
98% (Issue 3

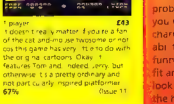
SWORDS & SERPENTS Acclaim
1-4 players £20
Th s game takes four players and boy, does it need em! Choose your own parts of adventure and head off to the dungeons to play the ew serpent The scenery s a bit bland, but the action and animation make up for it
82% (Issue 2)

SWORD MASTER Activision
1 player £40
This may not be the most boning game ever on the NES Actually it probably s Okay the scenery s pretty but the gameplay's the most simp istic and repetitive you'll ever see
22% (issue 7)

TERMINATOR 2 Lucasfilm
1 player £40
Th s is a pretty fine game of the film with sticks flying quietly to the plot of the movie on which th s is based It's mostly platform bast em up act on, but the e s also a motorcycling section to break up the boredom a bit Pretty good stuff
74% (Issue 3.

TIME LORD Milton Bradley/Rare
1 player £35
This features five eves of puzz e solving time t welling ted um There s the odd neat idea here but the who e game s just put together sooo badly How shall we put it? Blimk n awful
43% (issue 1)

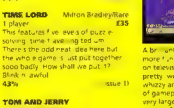
TOM AND JERRY Technos/Hi-Tech Expressions
1 player £43



I doesn t really matter if you re a fan of the cat and mouse cartoons or not coz this game has very little to do with the orig na cartoons Okay it features Tom and Jerry but otherwise t s a pretty ordinary and not part cularly inspired platformer
67% (Issue 11

TOP GUN – THE SECOND MISSION Konami
1-2 players £40
Do you feel the need for speed? Well soon you ll be the need for a quick sit down Top Gun throws you into the hot seat of an F-16 Tomcat fighter plane for a very tough fight This features some pretty fast stomach wrenches, but it s too hard to be much fun (Oh, and the h m k crap as well)
66% (issue 7

TINY TOON ADVENTURES Konami
1 player £40



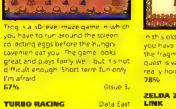
A brilliant c nversion wh h seven more f n the watching Tv cartoons on television ts c udely playable and pretty with lovely cute graphics, wholly absent of any and near as sty of gameplays than you could shake a very large carrot at What more could you ask for? um apart from a few more restart po nts, perhaps?
88% (issue 6)

TO THE EARTH Nintendo
1 player £30
A proper 3D shoot 'em up except that it uses a Zapper There are waves of aliens and of ect guardians and power ups This is without doubt the best Zapper game available
82% (issue 4)

TRACK AND FIELD II Konami
1-2 players £35

Another rem ps e but r washing sports s m If you ve them, you like it If you don t the who e game in been ke a pint of non event
54% (Issue 9)

TROG Acclaim
1-2 players £30



Trog s a 3D ave mure game in which you have to run around the screen collecting eggs before the hungry dinosaurs eat you The game looks great and plays fairly well but t s not difficult enough Short term fun only I m afraid
67% (issue 1.

TURBO RACING Data East
1-4 players £30
An ok one-or-two player and smooth play ng racer The graphics are good and there s plenty to do to keep you interested and the two-player options are a nice extra Although t s a bit simple, this could always you going for a while
81% (Issue 9)

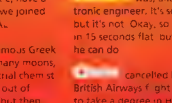
TURTLES 2 Konami
1-2 players £50
A pretty fa thfu copy of the co n-op with lots of action and a few n ce touches Unfortunately t s generally too easy and slow paced and unexc t ng to compare with the co n-op in terms of p ayability t s likely more p ayable in two-player mode but not for long
66% (issue 6

WIZARDS AND WARRIORS III Accla m
1 player £40
A bit du to start with but as you begin to discover th ngs t qu ckly become nteresting and very playable
76% (issue 7)

WWF WRESTLE MANIA CHALLENGE LJN Ltd/Rare
2 players £35

Are you a mu k-bodged-bast fmen-you may th nk that th s is for you But hang on a mo Underneath th s game's real gr tt eweight
30% (Issue 6)

THE LEGEND OF ZELDA Nintendo
1 player £40



Th s is old but challeng ng role player you have to defeat Ganon and dig up the fragments of the Tr force The quest s vast but do-able and the task req r s hones your interest A c assic I m afraid
78% (Issue 2)

ZELDA 2 - THE ADVENTURE OF LINK Nintendo
1 player £40

Zelda was a pretty hard act to fo low But Zelda II manages to be just that little bit better The graphics could be improved, but there s plenty of action and tantalising clues to hold your interest
82% (Issue 2)

GOTCHA! Shop attack!

Fancy getting your mug in the mag? Well, 'Flasher' Beaven could be lurking with his trusty Instamatic in a games shop or arcade near you!

This month's victim:

Verona Thomas, Bristol

Well, looky here! A prospective SNES owner, I do believe – give her six months and she'll be as loony as the rest of us! Schloop-ding!

Just when you've wrangled a load on the shop's Nintendo... GOTCHA!

Writing? That's money for old rope, mate!

Have you ever thought about writing for a magazine? If you have, you're probably wondering what qualifications you need. We'd say that you need charm, good looks, intelligence, and the ability to tan easily in hot climates. The funny thing is, that description doesn't fit any of us, just for a chuckle, have a look at what we did before we joined the honoured ranks of TOTAL.

Rob is a failed artist. He used to try to peddle his paintings of popular English print glasses to a smug, arty, unimpressed great British public. He boasts a grand total of three paintings sold and they're all crap.

Jon was, allegedly, an electronic engineer. It's sounds impressive, but it's not. Okay, so he can wire a plug in 15 seconds flat but that's about all he can do.

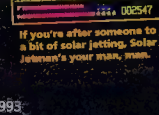
Richard claims to be a famous Greek philosopher, conqueror of many moons, and most recently, an industrial chemist. We reckon that at least two out of those three are blatant lies (but then you never can tell with Steve).

Chris cancelled his place on the British Airways flight training program to take a degree in history, sociology, and film. Bummed out there, eh, Chris?

BOULDER DASH Anco
First Star Software £36
1-2 players £30
Hard hats are the order of the day in this rock 'ard puzzling collect 'em up. Each of the 24 levels is packed with traps, hazards, and diamonds – in fact, you could say this was a *gem* of a game! This diamond could perhaps be a bit too hard for younger gamers, though.
90% (Issue 1).

KICK OFF Anco
1-2 players £36
Let's face it, it's getting far too dangerous playing football these days, and the chances of sustaining a serious injury are pretty high. On the other hand, a sore thumb is all you're likely to get from this excellent footy game (unless you're Gazza!) and it's great fun even if you can't stand football.
93% (Issue 4).

SOLAR JETMAN Nintendo/Rare
1 player £20
Space – it may be the final frontier but in Solar Jetman you've only got a cack ship to conquer it with. Well, never mind, cos it makes for tougher gameplay. Your mission is to toddle around the universe in your craft, collecting bits of the Golden Warpship, and it's great!
92% (Issue 1)



If you're after someone to do a bit of solar jetting, Solar Jetman's your man, man.

SNAKE, RATTLE 'N' ROLL Nintendo/Rare
1-2 players £30
Direct from the reptile house at Bristol Zoo, it's a pair of celebrity worms ready to squirm their way around a graphically fab 3D landscape. The simultaneous two-player game is a real hook and the eleven hard levels are enough to put this in the top slots, but the graphics clinch it.
90% (Issue 1)

TOTAL! SHOPPING SPREE!

No, TOTAL isn't opening a chain of supermarkets! But we have got some fab stuff for you to buy. 'Checkout' the Nintendo-related bargains below!

NUBY SOFT PAK

Here's a brill way to keep your carts safe from, er, I duono, falling jars of mayonnaise or summat. Available for NES, Game Boy or Super NES.

£9.99

UNIVERSAL ADAPTOR

Fed up with not being able to play all those amazing Japanese and American carts? Not any more – Universal Adaptor to the rescue! The best £16.99 you'll ever spend. Probably. Available for NES or SNES.

£16.99

PRO ACTION REPLAY

With this amazing device you can beat the toughest of games! The Pro Action Replay even shows you levels you never knew existed! How good is it? It's so good the TOTAL team themselves use it! Available for NES, Game Boy and Super NES.

~~£44.99~~(SNES) ~~£29.99~~(GB/NES)

SAVE £5

TOTAL BINDER

There's only one way to keep your TOTAL. collection from getting tattered and torn – bung 'em in your binder! (By the way, to snap up those missing issues, just turn the page.)

£5.99

Fill in the form – and that's an order!

☐ **Action Replay** – now tick one format: ☐ Game Boy (GBACT) **£29.99** ☐ NES (NESACT) **£29.99** ☐ Super NES (SNESACT) **£44.99**

☐ **Nuby Cartridge Soft Pak £9.99** – now tick one format: ☐ Game Boy (TOGC3) ☐ NES (TOGC4) ☐ Super NES (TOSN3)

☐ **Universal Adaptor £16.99** – now tick one format: ☐ NES (NESAD) ☐ Super NES (SNESAD)

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TOTAL/0293

SUPER NES

Oh dear – you've done it again, haven't you? Time and time again we've told you to check TOTAL Recall before you go shopping for SNES games, but would you listen? You just had to buy that Super Mutant Sheepshearers Of Wonga Wonga cart. Tsk, tsk.

ACTRAISER Elite X
1 player **£50**
Actraiser's an arcade slash 'em up with bits you don't love your very own new. With wonderful graphics and sound it's an atmospheric and utterly compelling game.
81% (issue 12)

THE ADDAMS FAMILY Ocean
1 player **£45**
It's a platform arcade adventure with moody graphics, heaps of atmosphere and loads of weird creatures. The sound's rank but considering it's a flat rip, but it's a good-looking and one hell of a challenge.
70% (issue 8)

ANOTHER WORLD Interplay
1 player **£40**

This is a visually stunning and potentially fantastic game. It looks gobsmacking, it sounds great but there's some drawbacks. It's too easy. After a few sessions a lot of secrets will have been revealed.
74% (issue 12)

AXELAY Konami
1 player **£45 (import)**
Easy, the prettiest shoot 'em blaster of all time, with stunning Mode 7 scenery, and huge bosses. It's a real treat, but patchy gameplay and a challenge which won't last for long. Not as impressive to play as it is to look at.
81% (issue 11)

BATTLE BLAZE Sammy
1 player **£45 (import)**
A second-division slugger with looks good but isn't rated enough. Pleasant backdrops, mucky sprites and not enough variety. Limited number of moves and opponents. Be to beat up your mates with though.
59% (issue 8)

BATTLE CLASH Nintendo
1 player **£35**
Fuck, were wondering whether the Super Scope was a worthwhile investment. Battle Clash proves the answer's no. In this game you have to shoot robots and... Er, well, actually, that's it. Tedious and appalling.
28% (issue 12)

BART'S NIGHTMARE Acclaim
1 player **£50**
What is it about Bart and video games? They're a boom time and but every game the little yellow fella stars in is rubbish and this is no exception. The game play's all over the place and it's all out of jacking in playability.
53% (issue 12)

BLAZEON Atlus
1 player **£45 (import)**
A very sad sideways beat 'em up. A distinct lack of anything exciting that shudders when there's nothing happening. Bland, tame. Absolutely Zero Interest Award. Overpriced too.
59%

BLAZING SKIES Namco
1 player **£45**

This is the sequel to an Amiga game and it looks as though it was absolutely brilliant. But this isn't. Random gameplay, shabby graphics, and a complete lack of atmosphere. Dreadful.
42% (issue 12)

CASTLEVANIA IV Konami
1 player **£45**
Although it's different to Castlevania 3 this is a fine swinging 'em up which looks like a dream and has loads of different baddies and hazards. A bit samey, but loads of fun.
74% (issue 7)

DESERT STRIKE Electronic Arts
1 player **£45**
Okay, so I started life as a Mega Drive game, but we won't hold that against it. This is an exciting shoot 'em up with a great mix of blasting and strategy and a perfect difficulty curve.
88% (issue 13)

DINOSAURS Atlus
1 player **£45 (import)**
You know that we're TV programme called Dinosaurs? Well, this is a platformer smashing set to big, good looking enough and fairly playable but deep it's not. It's a pretty standard stuff.
55% (issue 11)

D-FORCE Asmik
1 player **£45 (import)**
This standard vertical scroller does like it was designed on Mac's Paint. It's got nothing new to offer few button freaks but it's the right keep you amused for a week or two.
67% (issue 10)

F-ZERO Nintendo
1 player **£40**
The futuristic racing game has to be seen to be believed. The 3D courses move so fast your stomach will be churning. There are 15 courses played over three leagues and the Mode 7 graphics are phenomenal on each one. It's not only a racing simulator, but also carries with it a heart pounding high speed button up action. This is quite adrenalin pumping scorcher. It's in your collection. There's something wrong with you!
91% (issue 5)

DRAGON'S LAIR Elite
1 player **£45**
Probably the most tortuous and atmospheric game you'll ever play on the SNES. Lovely scenery, it's not to predict action and loads to explore. The 25 levels complete with passcodes, present a huge final engage.
93% (issue 10)

FINAL FIGHT Capcom
1 player **£45**
If you're after a decent varied colourful, beat 'em up you need look no further than Final Fight. There's no two player option but it makes up for it's deficiency with some fab action and great backdrops.
78% (issue 9)

F1 CIRCUS Nichibutsu
1 player **£45 (import)**
F1 Circus has got a the usual features of a racing game – loads of options, a the international circuits and a fun championship season. But the view from the car is too confusing for you to be able to exercise any real skill.
64% (issue 10)

F1-EXHAUST HEAT Ocean
1 player **£45**
Don't be surprisingly enough this is a game about Formula One racing. It's also inspired by the Mode 7 racetracks are nice but in terms of gameplay it's a complete non starter.
59% (issue 12)

HOLE IN ONE Hal Labs
1-4 players **£40 (import)**
Although Hole In One has only got 18 holes and the permanent overhead viewpoint it's got fast, smart Mode 7 graphics and atmospheric sounds make up for it. With more than one player you have a ball!
75% (issue 11)

HOME ALONE 2 Ocean
1 player **£50 (Jan import)**
Don't be fooled by the comfy looking digitised fun fare. It's a sprawling platformer using empty and contains nothing new in the way of gameplay. You be bored after a few goes.
70% (issue 13)

HOOK Sony Imagesoft
1 player **£45 (import)**
If you liked the film you probably be a mite disappointed with this. It's a very pretty A-Z platformer with cartoony characters and some nice animation, but at the end of the day it's just a run of the mill platformer.
64% (issue 11)

JACK NICKLAUS GOLF Taste West
1 player **£45 (import)**
With simple gameplay and useful advice before each shot this could have been the drag-gamer for beginners but everything's ruined by the fact that it's a... so damn slow! Not really up to SNES standards.
59% (issue 11)

JOE 'N' MAC – CAVEMAN NINJA Elite
1 player **£45**
A playable prehistoric platformer with some of the scrummy arcade class of the Bubble Bobble variety. The game's a bit uncomfortable and it's too easy to complete but the game holds some nice surprises.
72% (issue 9)

JOHN MADDEN '93 EA
1 player **£45**
Another Mega Drive SNES conversion but none the worse for that. Tons of options and a fast, smart 3D game. Wow! It's a baseball game that this sticky rag is not a bit cheap to a few graphics glitches.
86% (issue 13)

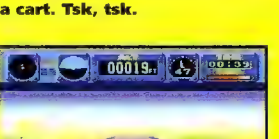
KA-BLOOEY Kemco
1 player **£45**
This is in fact Bombuzal – an ancient game on at least one but on the Commodore 64. It's a task no puzzler but it's not worth the hassle. Being another of the SNES's capable shells.
69% (issue 12)

KING OF THE MONSTERS Takara
1 player **£50 (Jan import)**
It's a fight game. It's like a cross between Godzilla and WWF with monsters and it's got a nice urban backdrop. Sounds fun, but the monsters only have a couple of moves each and the move by soon wears off.
41% (issue 10)

KRUSTY'S SUPER FUN HOUSE Konami
1 player **£45**

A bit samey, to be fair. It's not bad, good looking and loadsa atmosphere. Maybe Krusty should be in amusement arcade trap rats and try to play a live version but fun.
80% (issue 8)

LEMMINGS Sunsoft
1 player **£50**
The squeaky-year old classic brings its addictive puzzling gameplay to the SNES, and it's still fun. Frantic and challenging. Tarnished by slow down though.
84% (issue 6)



PILOTWINGS Nintendo
1 player **£40**
Take to the air in four different modes of transport – light plane, hang-glider, parachute and jetpack – on your way to building up your confidence in this stunning 3D flight sim with visuals to make your peepers pop out. It won't take you forever to finish, but it's so gorgeous that you'll keep coming back for more. Loads of fun, action.
91% (issue 11)

MARIO PAINT Nintendo
1 player **£70 (with SNES mouse)**
An artistic mouse package with both basic sounds and only 16 colours fails to exploit the SNES's potential. It's user-friendliness may appeal to your kid brother or sister though.
68% (issue 10)

MUSYA Datam
1 player **£45 (import)**
This Ghosts'n'Goblins arcade adventure has some neat touches but it's just not exciting enough. Drop to attract we backgrounds and we've weapons it's too dependent for arcade junkies and too basic for anyone else.
59% (issue 8)

PAPERBOY 2 Mindscape
1-2 players **£40**
With confusing perspective, repetitive gameplay and a control problem, this game's a must as bad as doing the real thing. Paperboy 1 was tedious enough and this is just as bad.
32% (issue 10)

SUPER PANIPUNI Konami
1 player **£54 (import)**
A fun shoot 'em up with plenty to get your teeth into, but perhaps more a game for younger joypad fiends as the graphics are great and the backdrops are magnificent – as is the whole game. But some of it's so cute it'll make you puke.
83% (issue 6)

PGA TOUR GOLF EA
1-4 players **£45**
A nice user friendly golf sim with a simple layout and easy to use menu screens. A bit jaggy and the sprites are but it's a tough and playable game and with battery back-up and a four player option it's no one-hit wonder.
89% (issue 11)

PHALANX Ocean
1 player **£45 (import)**
A tried and not terribly exciting shoot 'em up with all the usual theory but it looks pretty enough, but the action's patchy and frustrating.
56% (issue 13)

PLOTTING Ocean
1 player **£45**
Another Mega Drive SNES conversion but none the worse for that. Tons of options and a fast, smart 3D game. Wow! It's a baseball game that this sticky rag is not a bit cheap to a few graphics glitches.
86% (issue 13)

POPULOUS Imagineer
1 player **£45**
Populous you play god using your powers to try to help your own tribe through the whole slaughtering their enemies. An ancient conversion of the much-loved god game but the novelty's worn off a bit now.
61% (issue 12)

PRINCE OF PERSIA Matsya
1 player **£45 (import)**
One of the hardest arcade adventures ever. Lovely graphics and stunning animation on Prince. Although coming off it could be better. You're gonna have to be tough to beat this.
84% (issue 9)

PUSH OVER Ocean
1 player **£45**
Strange one this. I mean, would you fall through your pub playing a fabulous knock 'n' go cute and dumb novel over? It's tricky, but not as crackly or as much fun as a puzzle needs to be. Not really SNES material.
68% (issue 13)

RACE DRIVIN' Tengen
1 player **£45 (import)**
This is probably the worst SNES driving game you'll ever see, with graphics as low-budget and with no sense of speed – you don't notice won't it – be a joy ride. Rather an hour.
17% (issue 2)

RANMA 1/2 Masaya
1-2 players **£45 (import)**
A nifty blend of three rounds beat 'em up with a wins no prizes for originality, but a good fun to play with lots of punches and kicks to choose from and some impressive secret moves.
67% (issue 10)

RIVAL TURF Jaleco
1-2 players **£45**
Rival Turf's an excellent two-player street beat 'em up with exciting high speed gameplay. The fighting action doesn't offer anything new but it's great fun when you're bashing around with a friend.
70% (issue 9)

SUPER PROBOTECTOR Konami
1-2 players **£45**
This game fires approximately 5000 rounds per minute and the pace doesn't slow up for a second. There are nasties here that you have to see to believe. (Pity about the slow-down.)
88% (issue 9)

PILOTWINGS Nintendo
1 player **£40**
Pilotwings' mellow music makes it one of the more laid-back games on the SNES. Flying a biplane, skydiving, and bombing around with a jetpack strapped to your back may be great fun but it's definitely no picnic.
91% (issue 11)

TOP GEAR Kemco/Gremlin
1-2 players **£45**
With Top Gear we're talking serious speed, nitro injections, and a chance to drive those Italian cars that we mere mortals can only dream about owning. There are racing games, and there is Top Gear. Don't get them confused – this is in a class of its own.
93% (issue 9)

STREET FIGHTER 2 Capcom
1-2 players **£65**
So, what's all the fuss about this Street Fighter 2, then? Oh dear, here we go again. Repeat after me: 'SF2 is the most addictive beat 'em up ever. It's got fab graphics, fab sound and fab gameplay. And you get the chance to beat the living daylights out of your best mate.'
94% (issue 8)

Recall Top Ten – the best of SNES

DRAGON'S LAIR Elite
1-2 players **£45**
Dirk the Daring has never had it so good. Don't be put off by the old arcade game – or earlier debuts on the NES and GB – this version is big, tough, and has some of the best platform action seen in a long time.
93% (issue 10)

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94% (issue 8)

SUPER GHOULS 'N' GHOSTS Capcom 1 player **£50**
With some of the prettiest scenery you're ever likely to meet on the SNES and a challenge to knock your socks off, this souped-up version of the classic come-up platform shooter is rather tasty. However the slow down is unforgivable and some of the gameplay is a bit too ew to be fun
87% (Issue 11)

ROBOCOP 3 Ocean
1 player **£50**
After the stonking Robocop 2 on the NES, SNES Robocop 3 is a major disappointment, with average graphics, standard sound and a complete lack of gameplay. Steer clear of this
37% (Issue 12)

THE ROCKETEER IGS Corp
1-2 players **£45 (import)**
Impressive to looks at with cinematic backdrops and nice detailed sprites but don't be fooled beneath the flashy surface this game is simplistic, boring and bad in every way
28% (Issue 7)

RPM RACING Interplay
1-2 players **£40 (import)**
More of a tourer than a racer. It's far too slow to get the blood rushing to your brain and your fingers twitching to commendable attempts to be different have failed on every count
46% (Issue 9)

SKÖLJAGGER American Soft. Corp
1 player **£45 (import)**
Skoljagger comes with its own 80 page story book which a novel-geddes? I bet he is to make up for the bland scenery, basic animation and bog-standard action. Lacklustre stuff
61% (Issue 13)

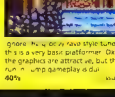
SIM CITY Nintendo/Maxis
1 player **£40**
This could quite possibly be the best £40 you'll ever spend. The concept is simple and the looks are basic, but this game is huge and totally absorbing. Wonderful!
94% (Issue 7)

SOUL BLAZER Enix
1 player **£45 (import)**
Soul Blazer is similar to Zelda, and although Zelda just pips it in terms of gameplay this Soul Blazer is going for it. Including a huge, atmospheric world, great sound and a testing challenge
89% (Issue 12)

STRIKE GUNNER Activision
1 player **£45**
A very tatty scrolling shooter in which you have to zap around blasting a procession of hardware. The ships look good, but it's dull, with tired backgrounds and repetitive gameplay
51% (Issue 12)

STREET FIGHTER 2 Capcom
1-2 players **£65**

Street Fighter 2's simply the best co-op conversion ever. It's an absolute fighty-fighty, action-packed beat 'em up with dozens of moves, a host of adversaries and a vast amount of detailed animation. Sound, graphics and gameplay in perfect harmony
94% (Issue 8)

SUPER ADVENTURE ISLAND Hudson Soft
1 player **£45**

Ignore the boring level style names this is a very basic platformer. Okay, the graphics are attractive, but the run 'n' jump gameplay is dull
40% (Issue 11)

SUPER ALESTE Toho/Compile
1 player **£45**
Forget Axelay. It's just a vertical scrolling shoot-em-up you're after. Super Aleste's the biz. It's got huge sprites, remarkable Mode 7 backgrounds and no slow-down (human)
85% (Issue 12)

SUPER DOUBLE DRAGON Tradewest
1 player **£45 (import)**
Yet another crap DD game. The graphics are decent, but there's no challenge. It's just a case of hit and hope. Nope, it's a street fighting you want, you know where to go
61% (Issue 12)

SUPER MARIO KART Nintendo
1-2 players **£45 (import)**
This latest variation on the Mario theme is highly original racing collection. Join with Mario and Co. go karting around a split-screen Mode 7 race track. Definitely worth a look
82% (Issue 11)

SUPER OFF ROAD Tradewest
1-2 players **£45 (import)**
This isn't really dent to the NES game except that the graphics and sounds are slightly better. However with weedy cars and samey tracks, it's only any good as a head ache head
53% (Issue 7)

SUPER PLAY ACTION FOOTBALL Nintendo
1-2 players **£45 (import)**
If you find the rules of American Footie totally incomprehensible this is certainly not the game to change your opinion. It's far too complex and uncontrollable for novices
53% (Issue 11)

SUPER R-TYPE Nintendo
1-2 players **£40**
Originality let down by jerky scrolling the graphics here are stunning. Great arcade stuff. But beneath Super R-Type's good looks the gameplay is shallow and the action patchy
71% (Issue 6)

SUPER SMASH TV Acclaim
2 players **£45**

Mutants, robots, the obligatory old rock 'n' roll in many ways Super Smash TV is the ultimate shoot-em-up with a superb control system and perfect representation of the co-op's brilliant gameplay. A buy that for a dollar!
93% (Issue 8)

SUPER SOCCER Nintendo
1 player **£40**
Basic and 3D visuals, a choice of 16 teams to play, and flicks & rainbows make Super Soccer a joy to play. Sadly, the rules of the game seem to have been conveniently rewritten
80% (Issue 8)

SUPER TENNIS Nintendo
1-2 players **£40**
There has never been such a playable yet realistic tennis sim as this. With a massive range of moves and loads of characters to choose from, this is totally superb
96% (Issue 5)

SUPER WWF Acclaim
1-2 players **£50**
Even if you loathe the WWF crew you can't be but be impressed by this game. The graphics are gorgeous and the sounds effectively conjure up a the razzmatazz of the ringside
81% (Issue 6)

THE MAGICAL QUEST STARRING MICKEY MOUSE Capcom
1 player **£45 (import)**

A Mickey set to usurp Mario as the video games star? Well... if this graph ically stunning platformer is anything to go by, he's well on the way. Sadly, its seven levels something to be desired, but it's a gorgeous game
81% (Issue 13)

THE IREM SKINS GAME Irem
1-4 players **£45 (import)**
Ignore the rather odd title, this is just another golf game and a rather dull one at that. The 3D views are good, but the ring of course isn't that difficult or exciting, and control is a mystery as I could be. Nowhere special
64% (Issue 13)

TOP GEAR Kemco/Gremlin
1-2 players **£45**
Fast, furious and fun, and with exceptional Mode 7 graphics, Top Gear is absolutely stunning – the best two-player racing game ever. You won't find a speedier race 'em up than this!
93% (Issue 9)

TRUE GOLF CLASSICS T&E Soft
1-4 players **£42 (Jap/US import)**
This is actually a series of games, each based on a real golf course. It's real-ist golf sim you're ever likely to see, and a shot at this. But be warned: it's also rather than playable
64% (Issue 11)

TURTLES IN TIME Konami
1 player **£50 (Jap grey import)**
This is good looking and occasionally quite fun, but it's generally boring and too easy to finish. If you're one of those fanatic objects every piece of Turtles stuff you snap this up, but it's more cow dung than cowabunga
63% (Issue 11)

ULTRAMAN Bandai
1 player **£45**
With poorly animated, blocky sprites, basic backgrounds, and only the most rote absence of gameplay, this sad superheroes and monsters beat 'em up would have the stuffing knocked out of it by Street Fighter 2. And there's no two player mode. Off-day
26% (Issue 11)

UN SQUADRON Capcom
1 player **£45**
Hot pants sorts don't come much better than this. Feast your eyes on the visuals and scorch your brain on the action. This is an intense blaster with loads of variety
92% (Issue 10)

XARDION Asmik
1 player **£45 (import)**

Um... no. Not even if you were allowed to use the word 'crap' in one of these. Anyone who's ever seen a platform shoot-em-up in their beloved before from the grey graph ca to the appalling sound. Put this one top of your 'st of things must avoid
27% (Issue 9)

SUPER PROTECTOR 1 player 1-2 players **£45**
The guy who wrote this must have been out of his face on the most evil drug game ever did enter on the weird side. The graphics are unbelievable, with stunning Mode 7 effects, humungous and some mean wee guardians, and the sound is pretty fabulous too. The action's varied and the gameplay is out of this world. Maybe it's a bit too hard to be fun, though
88% (Issue 9)

The TOTAL team's toys 'n' gadgets

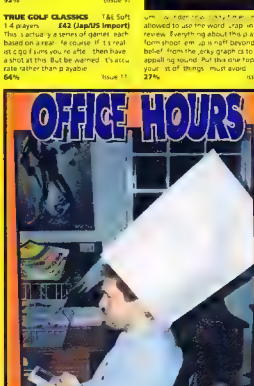
We're all kids at heart. The only difference is that now we buy ourselves toys without fluff on and which don't squeak when you squeeze them!

STEVE otherwise known as Gadget Master Jarratt, and veteran of the Technicolor Lego era. He adds a new electronic toy to his collection almost every month, but by far his favourite is his 'surround sound' system.

JANES rarely puts his Game Boy down, and when he does he's either eating chocolate or playing with his other throat. (Or doing something else.)

CHRIS has a weird favourite toy, his remote control car. Goes like an absolute hoot. Hmm?

ANDY Erm... When we asked him, he muttered something about a cuddly crocodile with one eye, named George, and then went a bit strange.



Life in the TOTAL office, #3. Steve attempts to fill Baghead's shoes – but only manages to look incredibly stupid.

SUPER SMASH TV Acclaim
1-2 players **£45**
Can you handle this blood bath of a game? Are you nodding your head frantically? Good! Super Smash TV is one of those classic oh-mi-god blasters that makes you feel that you've wiped out an entire civilisation by the time the Game Over message appears.
93% (Issue 8)

UN SQUADRON Capcom
1 player **£45**
Others have tried and failed to produce games like this on other consoles. For action and awesome graphics that will blow you away, you can put your trust in the UN! Become a regular Biggles of the future with firepower that is out of this world.
92% (Issue 10)

F-ZERO Nintendo
1 player **£40**
Hello, Mode 7. This is a 3D futuristic racer that every serious SNES owner should play at least once. There's no need to shout about the amazing graphics and atmospheric sound when the gameplay is so fab. It's not what you'd expect of a racing game, but it's ace!
91% (Issue 5)

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94% (Issue 7)

PRINCE OF PERSIA Mallyx
1 player **£45 (import)**
A really stunning arcade adventure with a beautifully animated hero and 20 incredibly tough platform levels packed with traps, dead ends and enemy guards. A well impressive and challenging game which makes full use of the SNES's abilities.
84% (Issue 9)

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- First UK Super NES reader awards
- And reviews of:
  Mickey's Magical Quest
  Super Double Dragon
  Super Aleste
  Spiderman & The X-Men
  Cosmo Gang
  Kick Off
  And many more!

And coming in February:

- The secrets of the new Super NES chips revealed!
- Our first report from Japan!
- And reviews of:
  NHLPA Hockey
  Human Grand Prix
  Desert Strike
  Volleyball Twin
  And many more!

Don't miss out on a single thing!

INDEPENDENT SUPER NINTENDO MAGAZINE
Super PLAY

Because the world's best games machine deserves the world's best games magazine.

GAME BOY

Okay, so Chrimbo's over. You've bored with all your pressies already, you've worn a hole in the crap socks Auntie Maud gave you, and you've given the turkey sarnies to the dog. But there's one thing you can rely on to be there all year round. You got it: GB Recall.

ADDAMS FAMILY Ocean
1 player £25

Not as hot-ly reg-pretty-o popular as the NES game (although more all that enge- B g tastes, but it's all a bit p.a.n. More pukey than okey.

52% (Issue 7)

ADVENTURE ISLAND Hudson Soft
1 player £25

This has the potent-a- to be a really good game - there are loads of levels and the graphics are smooth and clear. Unfortunately, the gameplay is completely same. It's not really much of an adventure.

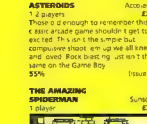
56% (Issue 9)

ASTEROIDS Accolade
1-2 players £22

Those good enough to remember the classic arcade game shouldn't be too excited. This isn't the simple but compulsive shoot-em-up we all knew and loved. Rock blasting just isn't the same on the Game Boy.

55% (Issue 5)

THE AMAZING SPIDERMAN Sunsoft
1 player £25



Oh Spidey's back. A town and deter-mined to get his long-time squeeze Mary-Jane back from the grasp of the evil Venom. Lots of web-throwing and beat-em-up sequences make this fun, especially if you're a Spidey fan.

68% (Issue 3)

BALLOON KID Sunsoft
1 player £25

A cutesy little adventure involving a balloon chase. As she has to rescue her dopey bear who's def-fied off attached to the end of a string of balloons. Excellent hazard-doding fun.

78% (Issue 3)

BART SIMPSON'S ESCAPE FROM CAMP DEADLY Acclaim
1 player £25

Game Boy Bart's simi-ar to the NES version - hi-style, but the chal-enge is different and the graphics are a bit smudgy, better. Some great sampled speech nicely structured gameplay send heaps of cha-enge. Wow.

92% (Issue 4)

BART VS THE JUGGERNAUTS Acclaim
1 player £25

This is sadly just like every other Bart game - hi-ly entertaining at first but then utterly frustrating. There are some amaz-ing graphics in places, but too little thought has been put into it.

45% (Issue 12)

BATMAN Sunsoft
1 player £25

Old Rubberpants returns in this tricky little platform shoot-em-up which isn't a million miles from Mario Land. The graph-is are on a small scale but it all moves well, and with speedy trigger-tapping action like this you won't go far wrong.

80% (Issue 1)

BATMAN - RETURN OF THE JOKER Sunsoft
1 player £25

Batty's second Game Boy adventure to hit the streets has got five levels and they're a extremely tough. Glorious graphics and fab sounds are the cher-ry on the cake.

86% (Issue 10)

BATTLETOADS Trade West
1 player £25

Gameplaying extravaganza! Heaps of different games in one cart - like Battletoads a real treat for Game Boy arcade fans. The fun-ist days are definitely numbered.

90% (Issue 11)

BILL AND TED'S EXCELLENT GAME BOY ADVENTURE Sunsoft
1 player £25

Okay, bodacious gamers, we strongly recommend you rush to your local game shop and buy this excellent pak. Agreed, there's not much B and T-shirt-ness here, but who cares? It's brill.

91% (Issue 3)

BLADES OF STEEL Palcom
1 / 2 players £25

Disappointing version of a great game. It plays as well as the NES version, but isn't real-y designed to be played on a Game Boy screen.

60% (Issue 6)

BLUES BROTHERS Titus
1 player £25

A tough, maze-style platformer with big and varied levels. The graphics are a bit blow and comfy-up at times, making the gameplay strong enough to survive that.

74% (Issue 10)

BOULDER DASH Sunsoft
1 player £25

A classic-ny-ven-on of this popular cat-em-up. Lots of tough screens, we-designed difficulty, excellent supera-graphics keep it interesting.

89% (Issue 3)

BOMB JACK Infogrames
1 player £25

Bomb Jack was a very playable coin-op when it came out several years ago, and the GB conversion does it proud. It may not be fancy enough for some tastes but it's still great fun.

84% (Issue 12)

BOXXLE FCI/Pony Canyon
1 player £25

An excellent puzzle game. It looks simple and is easy to pick up, but the 108 over-s just get harder and harder. If you like puzzles, this is a tough one.

69% (Issue 8)

BOXXLE 2 FCI/Pony Canyon
1 player £29

Not particularly exci-ng to look at, but well over 100 overs of brain-me-ting punishment. It's sheer hell to play. Simple but extremely engrossing you won't find much more involved puzzlemo-ng than this.

79% (Issue 10)

BRAIN BENDER Electro Brain
1 player £27

Mirrors, aliens, bubbles - Brain Bender's got the lot. This is a fun and fiendishly frustrating puzzler with a cha-enge that will last a good while probably for ever.

77% (Issue 1)

BUBBLE BOBBLE Taito
1 player £25

This is fun, if terribly addictive com-pa platform action, with over 200 levels and 4 ever graph-cs whose cuteness quickly passcodes for each level make it too easy.

68% (Issue 6)

BUBBLE GHOST FCI/Pony Canyon
1 player £25

Blowing a bubble around the 35 rooms of a cas-le in a shabby little ghost your character could have been fun - but sadly it isn't. Sorry.

22% (Issue 8)

BUGS BUNNY Kemco
1 player £20

Bugs has got to collect all of the carrots on the 80 levels of the game in order to rescue sweetheart Mummy Bunny. Sadly - ve- 60 is much the same at ev- one.

43% (Issue 1)

BURAI FIGHTER Nintendo
1-2 players £22

Tiresomely structured right-way scrolling shoot-em-up. It's got loads of neat power-ups and three difficulty levels, so it'll last a good while.

84% (Issue 4)

BURGER TIME DELUXE Data East
1 player £25

This odd-ish platformer is possibly a bit too-ny-shy, but it's still addictive time game, and perfectly suited to the Game Boy. Pancakes and cont-nues make it a bit easy to finish, though.

71% (Issue 8)

CASTELIAN The Sales Curve
1 player £25

Very frustrating and addictive. The just one-more-go feature has a big part in this game. However, as-es you're in the right mood, Castelian could just annoy you rather than entertain you.

75% (Issue 8)

Oi! Put that joypad DOWN!

Every month there's at least one game on each format that we can't leave alone. If we had the dosh, we'd rush out and buy 'em. Sadly, we haven't, so we just play 'em to death at work.

Steve Darius Twin (SNES) Dropzone (NES) R-Type 2 (GB)

James NHLPA Hockey (SNES) Probotector 2 (NES) Lemmings (GB)

Chris NHLPA Hockey (SNES) Probotector 2 (NES) Lemmings (GB)

Andy NHLPA Hockey(SNES) Drop Zone (NES) Lemmings (GB)

CASTLEVANIA ADVENTURE Konami
1 player £25

Ver- colourful, wooden stakes and whip-happy bo-ger fingered at the ready to kill vampire-hunting time. Gorgeous graphics and spr-te animation and detailed backdrops make this a real treat.

89% (Issue 1)

CASTLEVANIA II Konami
1 player £25

Well, it's the sequ- to the above, and with a few of the graphics ironed out it's got massive levels, and although it's not br-ainbly original it's great fun. A classy game and no mistake!

90% (Issue 5)

CAESAR'S PALACE Ocean
1 player £25

With five different games inc-uded, this looks like it gives you lots to play at, but none of the games have enough depth to keep you interested for long. And you don't get to win any real money. Phooey.

60% (Issue 6)

CENTIPEDE Accolade
1 player £25

A pretty good conversion which is fun to zap away at now and again. It's pretty basic and there's not much variety, but it's tough and addictive, with bags of nostalgia value.

58% (Issue 5)

CHOPLIFTER II JVC
1 player £25

Although the graph-cs here are on the un-impressive side, this is a very involved game with loads of levels and loads of cha-enge which is great fun to play.

86% (Issue 6)

THE CHESS MASTER Software Toolworks
1-2 players £25

If you can bot- it for a copy of this, snap it up. It's the chess opponent you've always wanted. He's well good, plays at a decent speed, and plays a mean game. The only chess game you'll ever need!

90% (Issue 1)

DAEDALIAN OPUS Nintendo
1 player £25

Fitting reg-uar shaped tiles into a box and do-ng it all against the clock is very cha-lenging, but a bit dull and that interesting. We- no, not really. This game gets incred-bly bor-ng after only a short time and is one for puzzle freaks only.

45% (Issue 5)

DAYS OF THUNDER Mindscape
1 player £25

A huge improvement over the NES version. It features smooth-ish vector graph-cs, decent sound, and involving driv- take lots of practice. Sadly, it isn't that fast, so any big racing fans will find much here to keep them going.

73% (Issue 4)

DOUBLE DRAGON 2 Acclaim
1-2 players £25

If you're bored with straightforward beat-em-ups, give this a mi- f-rst t-s- ck enough to keep you amused. A-s baby good follow-up.

77% (Issue 4)

DRAGON'S LAIR Elite
1 player £25

Dragon's Lair features some of the best Game Boy graph-cs you'll ever see, although the detail makes them hard to make out at times. Incredibly hard but still dead playable.

79% (Issue 1)

DR FRANKEN Elite
1 player £25

High-quality detail graph-cs with very little fun. The beautiful platform-adventure takes place in an enormous cast- over 200 screens) and it's flipper bri-ant.

91% (Issue 5)

DR MARIO Nintendo
1-2 players £22

Forget the Super Mario connection - he's here in name alone. Dr Mario chucks coloured pills into a jar and you have to ma-ch up three or more of the same colour.

66% (Issue 1)

DUCK TALES Nintendo
1 player £25

Why pay the earth for NES Duck Tales when the GB version is not only better but cheaper? Duck Tales is a snazzy, it's cool, fun-up, with a tough-ish-ngle and a good control system.

78% (Issue 2)

DYNABLASTER Hudson Soft
1-2 players £25

This is a spank-ng new rendition of

the million-year-old classic. Run around the maze, drop bombs, avoid the baddies, all that sort of stuff. It sounds deathly dull, but with four games in one cart it offers tons for value for money.

93% (Issue 2)

F-1 RACE Nintendo
1-4 players £30

Get your motor run-ning and carry on from where Nigel Mansell left off. Loads of courses, the possibil-y of a four-player re-up and fast graphics are all the-e. Cracker. You can almost see smoke bi-lowing from your exhaust pipe.

88% (Issue 1)

FACEBALL 2000 Bullet Proof Software
1-4 players £25

This 3D maze type shoot-em-up has two different combat arenas and the option for a four-player head to head battle. With good graphics, sound fx and addictive play, you'd bottle-th-s a cart and GB owners should have it.

93% (Issue 5)

FERRARI GRAND PRIX CHALLENGE Accolade
1 player £25

Another Formula One racer with all the works. 16 international tracks and 25 competitors, but it doesn't offer anything new and it's got several annoying gl-tches. It's also so dully sober-n-ng that it's a bit of a yawn.

63% (Issue 11)

FOOTBALL INTERNATIONAL Bandai
1-2 players £25

A bit of a second division footba game. The two player stuff is all right with the old Game Link lead, but one player a long tournament and match play keeps a seem-ingly fun-happy for long.

70% (Issue 6)

FORTIFIED ZONE Jaleco
1 player £25

This nearly-blaster seems entertaining at first but there are only four short levels and after that it's all down-hill. Not any sort of chal-enge. It's just much too unfair.

49% (Issue 4)

FORTRESS OF FEAR Acclaim/Rare
1 player £20

The latest inst-ment of the Wizards And Warriors series. But this time it's in the shape of a platform collect-em-up. The gameplay's pretty darn good, but the lack of a password option is a def-te drawback.

84% (Issue 2)

Recall Top Ten – the best of GB

SUPER MARIO LAND Nintendo
1 player £25

Well, it had to be number one, didn't it? It's easily the best-designed, most playable platformer to date.

94% (Issue 1)

TENNIS Nintendo £20
1-2 players

What a racquet! This is easily the best sports sim available on the GB. You'll be surprised how playable a game involving knocking an LCD ball about is.

95% (Issue 1)

PROBOTECTOR Konami
1 player £25

Don't even think about investing in a shoot 'em up until you've checked this out! This is a blaster and a half – buy it, play it, then mellow out with a hot choc!

92% (Issue 8)

Probotect and Survive!

DYNABLASTER Nintendo
1-2 players £25

Kapow! This is a game involving running around a maze dropping bombs, blowing stuff up, and knocking off baddies who are also trying to knock you off. If you think it sounds like a bit of a damp squib, think again – it's tough and extremely playable.

93% (Issue 2)

GARGOYLE'S QUEST Sunsoft
1 player £25
As well as a fly jump-and-blasting gameplay, there's a role-play element here, so you have to use your brain as well as your reflexes. Variety, challenge and good looks.
76% (issue 3)

GAUNTLET 2 Mindscape
1-2 players £20
This may be a pretty faithful copy of the coin-op and NES versions, but a colourless, tiny screen makes you wonder if a right old pain in the neck. Tragic.
41% (issue 3)

GHOSTBUSTERS 2
Activision/HAL Laboratory
1 player £25

You have to control two blasters as they wander around a series of haunted houses, freezing and collecting ghosts. The gameplay is really sticky, and controlling two characters at once makes it different.
85% (issue 4)

GOLF Nintendo
1-2 players £20
Everyone likes to play a round every now and again, and this game contains no less than 36 holes to negotiate. Everything you could ask for is here, including two-player link up and a brilliant battery back-up.
92% (issue 1)

GREMLINS 2 Sunsoft
1 player £25
Loads of fun here, as you guide Gizmo through level after level of platforms, traps and Gremlins. And the graphics are just as good as the gameplay - it's tough, but well worth the aggro.
62% (issue 2)

HAL WRESTLING HAL America
1-2 players £25
Wrestling games aren't that brilliant at the best of times, but this one is truly crap - it's so bad you can't even tell the wrestlers apart. And they expect us to pay for this rubbish!
27% (issue 10)

HARMONY Accolade
1 player £27
A tough game, with original puzzling gameplay that will test even the most hardened puzzle-freaks. With 50 levels and no passcodes it's a bit too hard, though.
69% (issue 11)

HIT THE ICE Taito
1 player £25
At first there seems to be nothing new to awful about this Yank ice hockey sim, but sadly, it's deathly dull. Every single game is identical. Yawn, yawn, and yawn again.
50% (issue 13)

HOME ALONE THQ Inc
1 player £25
Just how much fun can you have wandering around an almost empty house, bashing the odd burglar every half an hour? None, that's exactly how much.
38% (issue 4)

HOME ALONE 2 THQ
1 player £25
Although the GB version of this game is slightly more pleasant to play than the SNES one, with only four levels it's far too easy. Not exactly a 'must buy'.
57% (issue 13)

MOUE Ocean
1-2 players £25
This is almost dent cal to the NES version. The graphics are a bit too detailed for the Game Boy to handle but they're fast and smooth, and the gameplay is excellent. It's lots of fun, and there's a two-player mode too.
88% (issue 7)

HUDSON HAWK Sony Imagesoft
1 player £29
First the film was a flop, and now it looks like the game's going to go the same way. The gameplay's just boring fun from start to right stuff, with hardly any action. It looks nice but it won't last for more than an hour.
35% (issue 10)

HUNT FOR RED OCTOBER High Tech Expressions
1-2 players £25
There are loads of levels in this underwater shoot 'em up, but they're all similar and bear very little resemblance to the film.
40% (issue 5)

HYPER LODE RUNNER Nintendo
1-2 players £25
A classically simple platform game that'll keep you up into the small hours. Said graphics, but the playability is huge.
84% (issue 2)

ISHIDO Nasoft
1-2 players £20
A turned-up Game Boy version of an ancient and puzzling board game. The little-playing gameplay is fun to begin with, but there's not enough variety to keep you amused for long.
58% (issue 5)

JORDAN VS BIRD EA
1 player £25
A three-in-one basketball sim which gives you so little range you'd be the greatest players in the slam dunk, one-on-one and 3-point competitions. Sometimes annoying, but once you get the hang of it it's good fun.
71% (issue 11)

KID ICARUS Nintendo
1 player £25
Kid Icarus features a winged boy flapping around a maze in search of his girl. It's an engaging little platformer but it's a bit samey. There's battery back-up, but you'll soon get bored.
68% (issue 11)

KILLER TOMATOES THQ Inc
1 player £25

A silly scenario but quite a fab game. The levels are big, with loads of hidden secret rooms, loads of action, and a last boss that will keep you pulling your hair out. The slow down is a problem, though.
75% (issue 9)

KING OF THE ZOO Nintendo
1-2 players £20
This whacky ball-rolling bash 'em up is an entertaining romp with cute looks and masses of playability to it. It's superb out loads of fun.
87% (issue 1)

KIRBY'S DREAMLAND Hal Labs
1 player £20
K Quy's got to track down Dream Land's missing Twinkle Stars, using his amazing sucking powers to inhale baddies. It's a nice idea, and it looks pretty, but it's far too easy. Shame.
39% (issue 12)

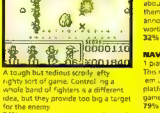
KRUSTY'S FUN HOUSE Acclaim
1 player £25
A puzzler with a maze design but tons of gameplay. No comic or ideas, just playable and well presented. Possibly a bit too easy, but great stuff.
84% (issue 13)

KWIRK Acclaim
1-2 players £20
Cute Kwirk, a small (but perfectly formed) tomato to the exit in a series of simple, but increasingly complicated mazes. The puzzles are frustrating enough but it's so playable it'll keep you batting away for hours.
78% (issue 1)

LOONY TUNES Sunsoft
1-2 players £25
As usual, cartoony capers look absolutely wonderful on the GB. Despite annoying scrolling levels, this has bril ant animation and great action.
80% (issue 13)

MARBLE MADNESS Mindscape
1 player £25
Graphically great and very playable, but this is a cut-down version of the original. If you're looking for your games with a day then this is one for you, but it's really showing its age these days.
81% (issue 4)

MERCENARY FORCE Nintendo
1 player £25



A tough but tedious scrolly effing and bashing game. Combining a whole band of fighters is a different idea, but they provide too big a target for the enemy.
54% (issue 9)

METROID 2 Nintendo
1 player £26
It's basically a shoot 'em that's become bloated. It's too big and a tad far more games to enjoy, but if you like the idea of wandering about for ages doing nothing much then this is an awe battery back-up, is for you.
66% (issue 8)

MICKEY'S DANGEROUS CHASE Capcom
1 player £25
Don't be seduced by the Disney connection - this is a non-eventful and exercise platformer. With bland early stages, it's only worth playing towards the end. You'd have expected more from a star like MM.
38% (issue 9)

MISSILE COMMAND Accolade
1-2 players £25
This could have been a big hit on the little yellow screen, but a poor control method and some unacceptable slowdown in the GB version of Missile Command has a long way short of the target.
49% (issue 7)

MOTOCROSS MANIACS Palcom
1-2 players £26
Fast 'n' furious action with loads of obstacle-packed courses make this race 'em up totally addictive although the graphics could be a bit meatier. It's a perfect GB game.
91% (issue 7)

MOUSETRAP HOTEL Milton Bradley
1 player £25
This is a platformer with six rubbishy levels, an uncontrollable character and repetitive gameplay. Extremely duff and instantly forgettable.
47% (issue 13)

Snack it up and make a TOTAL meal of it!

In-game malnutrition is on the increase Recently, Paul Weaver of Wales was hospitalised when he forgot to eat whilst playing through Zelda 2. We hear he's making good recovery, but to stop this sort of thing happening again, here's a few TOTAL snacks to keep your energy bar up:

TOTAL Tetris Squares
Whack up a scrambled egg mixture from eggs and milk. Soak slices of bread in the mixture and then fry then until brown. Scrummy, huh?

TOTAL Alien Mud
Here's a good fun chuck a Mars bar in a bowl and microwave it until it melts. Now bung in some Rice Krispies and mix 'em in. Yum

TOTAL Bowser Brains Sandwich
Mix some cold baked beans together with some mayonnaise to make a delicious sandwich filler

TOTAL Othello Biscuits
Jazz up Rich Tea biscuits by giving 'em a good coating of Nutella chocolate spread

MR DO Ocean
1 player £22
An almost perfect conversion of a game from the old arcade and eight-bit era. If you're unfamiliar with this, it's a highly addictive maze-muncher which calls for all the strategic power that the old grey stuff can muster.
80% (issue 10)

MYSTERIUM First Star
1 player £30
Mysterium is all about alchemists (no, nothing to do with Boosh!). It's an adventure-cum-maze game with added shooting which actually works rather well. A long-term challenge.
79% (issue 11)

NAIL 'N' SCALE Data East
1 player £26
An extremely tedious puzzle game about throwing nails and then using them to climb up walls. It's more annoying than challenging - certainly worthy of a double yuk.
52% (issue 10)

NAVY SEALS Ocean
1 player £25
This mission is a fun along and shoot 'em up, with a bit of aiming and platforms as well. Good blasting gameplay and big characters.
79% (issue 2)

NEMESIS Konami
1 player £25
You may know this one by the name of Gradius, but whatever you call it, this is a wonderful, shoot 'em up. It's just like blasters from ages ago, one to your collection immediately.
92% (issue 2)

NEMESIS 2 Konami
1 player £25
Also known as Gradius - Interstellar Assault, this is just as brilliant as its predecessor. Although recycled levels are a bit scarce - but thankfully it's also materially playable, with shoot 'em up action you won't be able to put down.
93% (issue 12)

NINTENDO WORLD CUP Nintendo
2 players £20
More oddball than football. The graphics are, er, interesting, but the gameplay is sadly lacking - a decent game if you're after a footie sim, you'd be better off with Kick Off.
64% (issue 1)

OTHELLO Nintendo
1-2 players £20
Fans of this strategic board game need never plead for partners again, cos this cart's got four players inside full of a computer! Cunningly enabling it to use up totally addictive playability, the graphics could be a bit meatier. It's a perfect GB game.
91% (issue 7)

PACMAN Namco
1-2 players £25
The granddaddy of video games is definitely showing its age now. Its basic gameplay, only a single maze and fiddly control at high speed, this is one for nostalgia freaks only.
51% (issue 7)

PAPERBOY Nintendo
1-2 players £20
Deliver your papers by dodging angry customers, loony skateboarders etc. The game picks up a lot of fans - dunno why, cos it's as dull as the Sunday Times.
77% (issue 1)

PAPERBOY 2 Mindscape
1 player £25
There's nothing strikingly wrong about this game, but on the other hand, there's nothing strikingly brilliant about it either. Virtually identical to the first one and just as lame.
50% (issue 10)

PARASOL STARS Ocean
1 player £25
First it was Bubble Bobble then came Rainbow Islands and now Parasol Stars is the last word in cute, and it looks just as ace as its predecessors. Don't let the dreamy looks fool you, though - this is a tough and very playable arcader, with loads of levels and fun gameplay.
92% (issue 11)

PARODIUS Palcom
1-2 players £25
This whacky parody of Gradius is a standard shooter at heart, but it looks fab and is plenty of fun. It's a shame about the infinite continues but this cute 'em up is a real blast.
83% (issue 10)

PIT FIGHTER THQ
1 player £30
Hmm. This game has a massive five opponents and a grand total of three grapplers to choose from, who are dull as rubbish as one another. A very sad beat 'em up.
56% (issue 9)

PRINCE OF PERSIA Virgin
1 player £25
This game's a bit superficial, really - nice to look at but not a lot beneath the surface. It's with nice animation and big, beautifully designed levels. It's great fun to play.
83% (issue 8)

PROBOTECTOR Konami
1 player £30
Would Sir Arnies won't find a better shoot-'em-up than the Game Boy than this two styles of gameplay and some meaty enemies make this a smasher.
92% (issue 8)

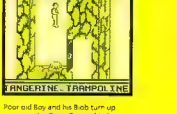
PROPHECY GameTex
1 player £25
Prophecy is a very big and fairly varied platform game, but with patchy action, a too-tough difficulty level and very basic sword-and-leg game play, it's not a whole lot of fun.
51% (issue 11)

Q*BERT Jaleco
1 player £25
An oldie but defin tely a goodie. It's basically a platform puzzler, but the gameplay's timeless and it's addictive addictive and with the neat little added extras this will delight Game Boy owners everywhere.
80% (issue 7)

QIX Nintendo
1-2 players £20
This version is a faithful reproduction of the steam-driven original. Guide a ship around the screen, filling it up as you go. Weird but worth a look.
81% (issue 1)

RADAR MISSION Nintendo
1-2 players £20
There's not a lot much you can say about this - it's just like that old pen 'n paper war game, Battleships. Hmmm.
56% (issue 3)

THE RESCUE OF PRINCESS BLOBETTE Nintendo
1 player £25



Poor old Boy and his Blob turn up again on the Game Boy and to be honest it's dull as the NES version. Same old aimless wandering. Yawn!
55% (issue 2)

REVENGE OF THE GATOR HAL Laboratory Inc
1-2 players £20
Pinball wizards won't find a better conversion than this. Slick smooth graphics and a whole arcade's worth of flippers and features crammed onto one four-screen table.
85% (issue 1)

ROBOCOP Ocean
1 player £28
Robocop is entertaining enough and lays down a challenge tougher than Ocean's metallic skin. But it's too slow moving to be brilliant.
74% (issue 1)

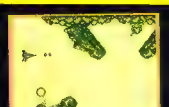
ROBOCOP 2 Ocean
1 player £25
Robocop's return to the Game Boy isn't particularly original, but given the pretty graphics, great tunes and nifty sub-games, it's still good fun. A great improvement on the original Robocop game
86% (issue 10)

R-TYPE Nintendo/Irem
1-2 players £20
One of the all time classic shoot 'em ups. Plenty of frantic blasting and power-up collecting, and even though it's nothing new it's still superb.
86% (issue 1)

SIDE POCKET Data East
1-2 players £25
Anyone who's into real pool will be thrilled about this. With two players it's okay, but American rules and the lack of an opponent make it a bit disappointing. It's not really good.
59% (issue 1)

Boom and bust!

NEMESIS Konami
1 player £25
This game's is all about action, and it doesn't let up for a second - it's no use pleading, 'please leave me alone, I can't take it any more'! (They could have at least put something nice in it, like a kind old lady who just wants a chat over a cup of tea!)
92% (issue 2)



Wurgh! Kick some 'eads in!

PARASOL STARS Ocean
1 player £25
A cute little chap, an umbrella and stuff to collect all join together to make a stonking little platformer. With loads of levels, this is going to last and it'll be winging its way into the charts pretty soon. Better get a copy before they're all sold out!
92% (issue 11)

BART SIMPSON'S ESCAPE FROM CAMP DEADLY Acclaim
1 player £25
The Bart Man faces a real challenge in this game. The gameplay is tough and the challenge keeps on going until you're begging for mercy. This game really is deadly.
92% (issue 4)

SKATE OR DIE (BAD 'N' RAD) Konami
1 player £25
Oh no not that boring old NES game. We no, because for once the Game Boy version's actually sufficiently different to the original to make it a rather fab game.
76% (issue 2)

SNEAKY SNAKES Tradewest
1-2 players £25
This is the 2D version of NES Snake Rattle 'n' Roll. Sadly, the lack of the third dimension makes it a little dull.
58% (issue 4)

SNOOPY'S MAGIC SHOW Kemco
1-2 players £25

With clear simple graphics, this is a great game for playing on the move. However the password system makes it too easy to finish.
71% (issue 7)

SOCCER MANIA Sony Imagesoft
1 player £25
The Yanks once again show their total incapability at our national sport. This is a very bad attempt at a soccer sim – the control method's appalling and you can't tell the players apart.
13% (issue 11)

SOLAR STRIKER Nintendo
1 player £20
Top to bottom shoot 'em up scrollers don't come much more basic than this, but it's good fun. A big arseble shooter but let down by crude visuals.
72% (issue 1)

SOLOMON'S CLUB Tecmo
1 player £25
Stunning puzzle game featuring the best element of a variety of game styles. With lots of tactical play bags of variety, and well-structured platform fun, brainboxes and arcade fans will go wild. Join the Club!
93% (issue 7)

SPIDER MAN II FCI/Pony Canyon
1 player £25
This is a playable little platformer but it's just another platformer. It's not real evil superhero proportions. The animation's good and the action's non-stop, but there's nothing new.
69% (issue 9)

STAR SAVER Taito
1 player £25
Dull, dull, dull. A tedious little game with wordy visuals, formulaic gameplay and a lifespan bordering on the nonexistent. Don't waste your money.
34% (issue 7)

STAR TREK Ultra Games
1 player £20
This has the makings of being a good game – there's loads of levels and the graphics are smooth and clear. The trouble is that the gameplay is completely and utterly rubbish. Avoid at all costs.
56% (issue 9)

SUPER HUNCHBACK Ocean
1 player £25
This is a brilliantly animated platformer with dreamy gameplay, great tunes and loads of clever extras. This game is just fabulous in every way, exactly the game your Game Boy was made for!
90% (issue 7)

SUPER KICK OFF Anco
1 player £25
This is quite simply the best footy game available for the Game Boy. Although the omission of a two player mode was very short-sighted, the computer is a tough opponent.
77% (issue 6)

MARIO LAND Nintendo
1 player £20
Well – what can we say about the Game Boy game which puts almost every other in the shade? Bas ca Mario is a side-ing platformer with secrets, hidden goodies, p ayab ltty and c ass of st le. Super counterparts.
94% (issue 1)

SUPER MARIO LAND 2 Nintendo
1 player £30

Nought Mario back. Well no not exactly because although this has got all the usual Mario magic and a few extras, it's not really up to scratch. It's basically far too easy.
70% (issue 12)

SUPER OFF ROAD Tradewest
1 player £22
This four player cart-op conversion never did the dub but hops on NES or SNES and the GB version is even weaker. It's slow, uncontrollable and frustrating.
16% (issue 3)

SUPER RC PRO-AM Nintendo/Rare
1-4 players £25
Let's get this straight: this game satisfies multi-racing yes? It's great fun for four players but if you're on your own it gets tiresome.
87% (issue 1)

SUPER TAIL 'GATOR Natsume
1 player £25
Tai 'Gator's alter ego Hunt the arcade platformer – exactly the sort of thing that excels on the Game Boy. The levels are varied and it looks smashing!
86% (issue 11)

TENNIS Nintendo
1-2 players £20
If you enjoy tennis, then this is the gameplay for you. Controls superb, the graphics are perfect for the game and it plays so well you may never want to pick up a racquet again.
95% (issue 1)

T2 – THE ARCADE GAME LJN
1 player £25
A frantic slaughterfest, with bullets and loads of flying everywhere! If you can ignore the lack of variety you'll love this action packed mayhem.
71% (issue 13)

TERMINATOR 2 Acclaim
1-2 players £20
This Game Boy licence of the film takes all the best bits from the movie cuts out a few boring bits and even puts in a few snippets the film makers left out. A neat game with softly graphics different on each level.
80% (issue 8)

THE ADVENTURES OF ROCKY AND BULLWINKLE THQ
1 player £25
Join the neat mouse and the rather crap fly by squirrel in one of the naffest platform collect 'em ups ever to hit the Game Boy. A piece of guff.
39% (issue 13)

TINY TOON ADVENTURES Konami
1 player £26
Some of the cutest graphics and animation you'll ever have the privilege of seeing on the Game Boy. This adventure is an extremely playable bounce 'n' bash platformer but the wordy bits slow the flow down.
80% (issue 9)

TIP OFF Imagineer
1 player £25
A basketball sim which does the job nicely – it's not all that long nor particularly involved but it's a great game for quick ten minute battles.
78% (issue 13)

TRACK MEET Interplay
1 player £28
A well-designed athletics simulation which has nothing really new to offer but is still fun to play. Lots of frantic button-bashing is involved here!
64% (issue 10)

TRAX HAL Labs
1 player £22
A free you play a cuddly little tank who can rotate his gun as well as move up and down. You have to blast through four mazes, but sadly they're a devoid of any action.
32% (issue 10)

TURRICAN Accolade
1 player £25
A massive and very challenging platform shoot 'em up. It looked fantastic on the big screen of the NES but it suffers a bit on the Game Boy – it's still pretty tough though.
79% (issue 5)

TURTLES (FALL OF THE FOOT CLAN) Konami
1 player £25
This is a great beat 'em up, especially for Turtles fans. An option screen allows you to play on any level, which spoils the element of discovery, but hey, it properly and you'll be hooked.
91% (issue 1)

TURTLES 2 (BACK FROM THE SEWERS) Konami
1 player £25
This is a fine sequel to the very playable first Turtles game with the same frantic action but with more variety and a tougher mission.
84% (issue 7)

WORLD CIRCUIT GAMES Konami
1-4 players £25
A good, playable racing sim. Sunday drivers should stick to the country roads, but boy-racers might want to try the fiendishly hard GP tracks.
75% (issue 9)

ULTIMA FCI/Pony Canyon
1 player £25
Keep away the pic ers of platformers and shoot 'em ups and get RPG rig with Ultima! Although it's a bit too easy to be this a huge game which you want to finish (or d e ny ng).
84% (issue 12)

WWF SUPERSTARS LJN
2 players £25
Big and beaut fu graph cs and heaps of real y neat wrestling moves, but like the NES version it's too easy. Wrestling fans will be over the moon but it won't impress anyone else.
49% (issue 4)

WWF SUPERSTARS II LJN
1 player £25
More wrestling action featuring the men with eggs even bigger than their biceps. This has nothing new to offer and is still far too easy unfortunately.
44% (issue 11)

XENON 2 Mindscape
1 player £25
A polished and well-programmed conversion of an age old classic but it's looking a bit dated now.
69% (issue 13)

Mystic Jim's Horoscopes – life, love and Nintendo gaming for the month ahead

AQUARIUS
YOU: Money doesn't always bring happiness? Rubbish! You're loaded and lovin' it. Avoid anyone who looks like they're on the scab.
FAVE SAYING: 'On yer bike, peasant.' **FAVE GAME:** Solomon's Club.

PISCES
YOU: Travel seems to be highlighted this month. The world and his wife are telling you to bog off. The stars won't reveal exactly what you've done, but you're in trouble and no mistake. **FAVE SAYING:** 'Give us a break, I just can't deal with this right now.' **FAVE GAME:** Home Alone.

ARIES
YOU: After last month's good fortune, this 'un's gonna seem like a bit of a non-event. In fact, your only pals right now are Pikeamo. The trouble is, they're all at home sulking. So there's nothing else for it – go out and buy yourself a new game. **FAVE SAYING:** 'Dad, can you lend me 50 quid?' **FAVE GAME:** Home Alone 2.

TAURUS
YOU: Eeeuyyup, you old smasher! Seems babe/chap is after you in a big way. But there's one little problem – they're under the strange impression you're some kind of god of good luvin'. **FAVE SAYING:** 'Sorry, are you talking to me?' **FAVE GAME:** Tregs.

GEMINI
YOU: Are you feeling lucky, lucky, lucky? Well, don't! This month you're gonna lose, lose, lose. Why not do some work for charity instead of trying to increase your own personal wealth – you might benefit from it one day. **FAVE SAYING:** 'Oh God. What have I done?' **FAVE GAME:** Bomb Jack.

CANCER
YOU: Pluto has converged with Mars, which obviously means that what's going on behind your back. Try turning around quickly – but you must be ready for trouble. **FAVE SAYING:** 'Oil! Get your filthy hands off her/him.' **FAVE GAME:** Blazing Skies.

LEO
YOU: Last month's bad mood will return with the new moon. Try to cut down on the caffeine and generally chill out. **FAVE SAYING:** 'In yer face, pal!' **FAVE GAME:** Street Fighter 2 (again).

VIRGO
YOU: Now's the time to get a few things sorted out in you life. You find it easier to talk to people – since the dental treatment – and the eyes are almost focussing now. **FAVE SAYING:** 'Of course, the brick came off worse.' **FAVE GAME:** Crackout.

LIBRA
YOU: Oops. Copping off with that Cancer person's other half wasn't such a good idea. Never mind, enjoy it while you can, but just in case, have the passport ready. A fresh romance is waiting in the wings. **FAVE SAYING:** 'Hello, is that Mexican Airlines?' **FAVE GAME:** Final Fight.

SCORPIO
YOU: Last month was like a bad dream, but things are looking up now. Mercury has left your sign, making this a good time for starting those little DIY jobs you've been putting off. There could be a job offer in patios. **FAVE SAYING:** 'Nah, nah, you want masonry nails for that, mate.' **FAVE GAME:** Nail 'n' Scale.

SAGITTARIUS
YOU: Health is heavily starred this month. The blood situation seems to be good, and you definitely have the correct number of limbs. Be careful of anything with an A, E, I, O, or U in its name if you want to stay that way. **FAVE SAYING:** 'Ha, ha, ha, I'm alive, I'm alive!' **FAVE GAME:** Lemmings.

CAPRICORN
YOU: Venus, your planet of brilliance, has returned to make your life fab. Now's the time to accept all those party invites and give the gossips something to talk about. Avoid going in cars with fewer wheels than they should have. **FAVE SAYING:** 'No, I'll walk.' **FAVE GAME:** Bart Vs Juggernauts.

FACEBALL 2000 Bullet Proof Software
1-4 players £25
Who said that the day of the maze has been and gone? Well, whoever it was, they obviously hadn't had a bash at this brill 3D mazer shoot 'em up thingy with a four-player link-up. (Try saying that after five pints of Ruddle's County Ale!).
93% (issue 5)

Yeah, like in yer face, man!

SOLOMON'S CLUB Tecmo
1 player £25
This is a buildy-blocky-blowy-upy sort of puzzler featuring the best elements of a variety of game styles. You have to finish each screen before moving on to the next level. Great fun and tremendously addictive stuff – definitely worth every penny of the twenty-five quid price tag.
93% (issue 7)

NEMESIS 2 Konami
1 player £25
Be careful! This is easily the most awesome shoot 'em up available on the Game Boy. The basic principal of the game is to power-up like mad, or find yourself sat back at the restart points. The blasting action doesn't let up for a moment. So, if you can't stand the pace, leave this 'un alone!
91% (issue 3)

Enemies in Nemesis!

BACK ISSUES

There's an old African saying: 'An incomplete collection of TOTAL mag is not as good as a complete one.' Sort it!

Any 3 for £6!

ISSUE 11 • code: TOT11
Warts an' all, with Battletoads on the NES, Zelda 3, Axelay, Pilot Wings on the SNES, plus FREE HUGE Toad poster.

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The Force is with us – we've got GB Star Wars, NES Empire Strikes Back, SNES Star Wars! Plus Super Mario Land 2!

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SNES hit the UK, TOTAL gives you the low down, plus reviews of Rainbow Islands and New Zealand Story.

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[illegible] • code: TOT8
Racing special with the amazing Micro Machines, Top Gear, and Prince of Persia. Er, right. *(Racing? Idiot. Ed)*

[illegible] • code: TOT9
Biggest ever issue, 116 pages. Robocop 2 on the NES and GB, Robocop 3 preview, plus FREE Roboposter!

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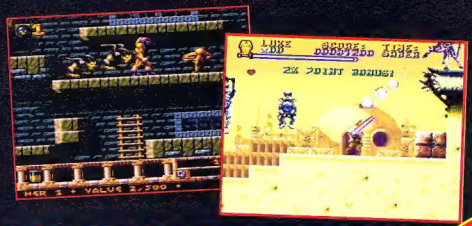
Next month, TOTAL will be on sale at all good newsagents from Thursday 18th February. Be sure to reserve your copy because...

... On Game Boy

We'll probably be reviewing Dropzone, Robin Hood, Speedball 2, The Incredible Crash Dummies, BC Kid and anything else we can get!

... On the NES

We're hoping to take a close look at Batman Returns, Monster In My Pocket (hurrah!), Felix The Cat, Bucky O'Hare and much more!



... And on the SNES

You should be seeing Gods, Powermonger, Jimmy Connor's Tennis, Alien 3, Player Manager, Death Valley Rally, Super Star Wars and flippin' loads more!

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Please keep/deliver me a copy of that fab and wonderful TOTAL magazine each and every month. Thank you. I am forever in your debt.

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MAG*SAVE

Oi!

Sorry, but due to inflation and all that, TOTAL (which has been £1.95 more or less since issue 1) will now cost £2.25 every month. So make sure you have the right money for issue 15!

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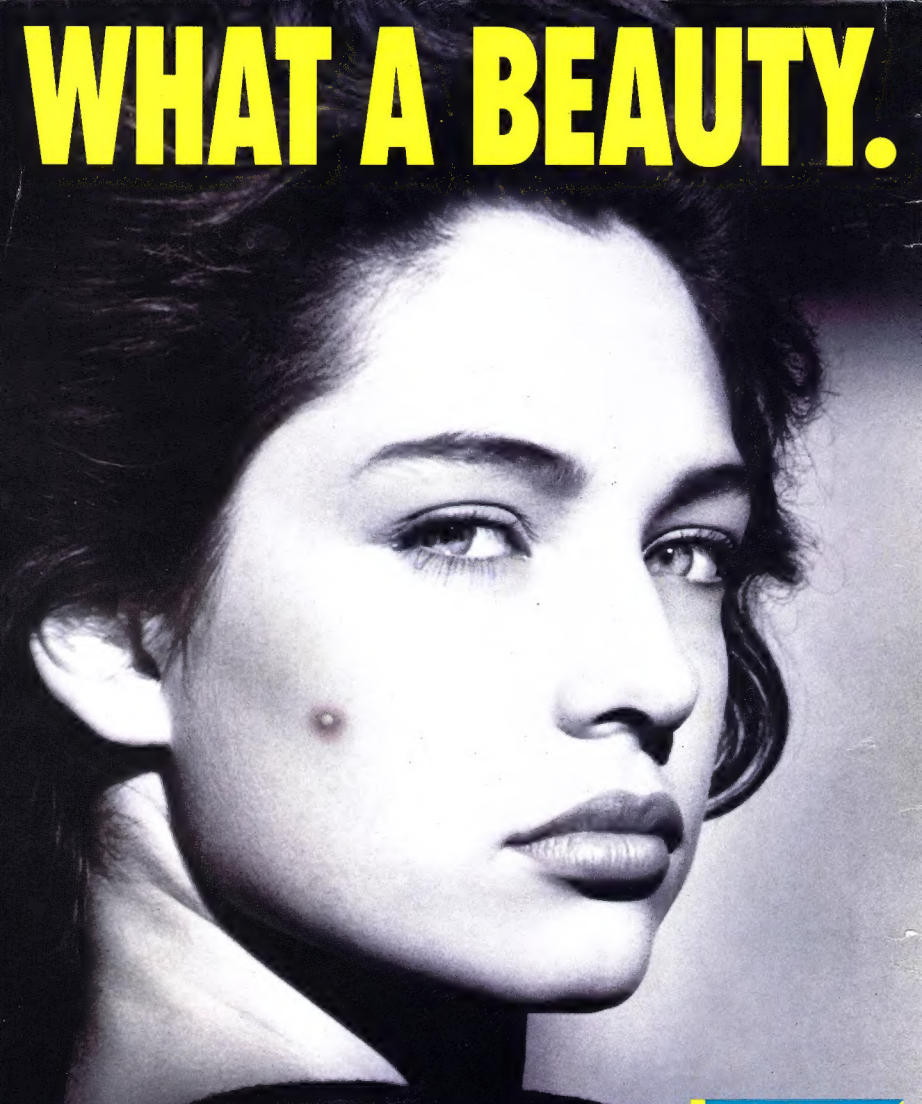

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